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Volume 4 – 1992 Issue 2

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Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM and GAME BOY

Action Series

- ❑ Air Wolf
- ❑ The Adventures of Bayou Billy
- ❑ Bad Dudes
- ❑ Boulder Dash
- ❑ **Bugs Bunny Birthday Blow Out**
- ❑ Burai Fighter
- ❑ Captain Skyhawk
- ❑ Castlevania™
- ❑ Double Dragon
- ❑ Double Dragon II
- ❑ Gradius
- ❑ Gremlins 2
- ❑ **Hunt for Red October**
- ❑ Isolated Warrior
- ❑ **Jackie Chan's Action Kung Fu**
- ❑ Kabuki - Quantum Fighter
- ❑ Kung Fu™
- ❑ Life Force
- ❑ Low G Man
- ❑ Probotector
- ❑ Power Blade
- ❑ Rescue
- ❑ Robocop™
- ❑ Rollergames
- ❑ Rush 'N Attack™
- ❑ Silent Service
- ❑ Skate or Die
- ❑ Ski or Die
- ❑ Snake Rattle N' Roll
- ❑ Solar Jetman
- ❑ Stealth ATF
- ❑ Top Gun
- ❑ Top Gun - The Second Mission
- ❑ **Totally Rad**

Brain Series

- ❑ Dr. Mario
- ❑ Kickle Cubicle
- ❑ Tetris

Sport Series

- ❑ Blades of Steel™
- ❑ Days of Thunder
- ❑ Double Dribble™
- ❑ Goal
- ❑ Golf
- ❑ Jack Nicklaus - Championship Golf
- ❑ Nintendo World Cup
- ❑ Punch-Out!!™
- ❑ Rad Racer™
- ❑ R.C. Pro Am™
- ❑ Super Off Road
- ❑ Super Spike V'Ball
- ❑ Tennis
- ❑ Track & Field II
- ❑ Turbo Racing
- ❑ World Championship Wrestling™
- ❑ WWF WrestleMania

Light Gun Series

- ❑ Duck Hunt™
- ❑ Gumshoe
- ❑ Hogan's Alley™
- ❑ To the Earth™
- ❑ Wild Gunman™

Adventure Series

- ❑ Batman
- ❑ Battle of Olympus
- ❑ Bionic Commando™
- ❑ **Blaster Master**
- ❑ Blue Shadow
- ❑ A Boy and His Blob
- ❑ **Captain Planet**
- ❑ Defender of the Crown
- ❑ Duck Tales™
- ❑ Faxanadu™
- ❑ Goonies II™
- ❑ IronSword
- ❑ Legend of Zelda™
- ❑ Maniac Mansion
- ❑ Mega Man™
- ❑ Mega Man 2™
- ❑ Metal Gear™
- ❑ Metroid™
- ❑ Mission Impossible
- ❑ **New Ghostbusters II**
- ❑ North & South
- ❑ Rad Gravity
- ❑ Rescue Rangers
- ❑ Shadowgate
- ❑ Shadow Warriors
- ❑ Simon's Quest
- ❑ The Simpsons
- ❑ **Snake's Revenge**
- ❑ Solstice
- ❑ Star Wars
- ❑ Super Mario Bros.™
- ❑ Super Mario Bros. 2™
- ❑ Super Mario Bros. 3™
- ❑ **Swords & Serpents**
- ❑ Teenage Mutant Hero Turtles
- ❑ **Teenage Mutant Hero Turtles II**
- ❑ Wizards & Warriors
- ❑ Wrath of the Black Manta
- ❑ Zelda II - The Adventure of Link

Arcade Series

- ❑ Bubble Bobble™
- ❑ Donkey Kong Classics™
- ❑ Dragon's Lair
- ❑ Gauntlet II
- ❑ **New Zealand Story**
- ❑ Paperboy™
- ❑ Pinbot™
- ❑ Popeye™
- ❑ **Rainbow Island**

Programmable Series

- ❑ Excitebike™

Coming Soon

Adventure of Lolo 2
Crack Out
Double Dragon III
Four Player Tennis
Godzilla
Hook
Hyper Soccer
Little Nemo
Lunar Pool
Road Fighter
The Immortal
Whomp 'Em

Game Boy

- ❑ Alleyway™
- ❑ The Amazing Spiderman
- ❑ Balloon Kid™
- ❑ Batman
- ❑ **Blades of Steel**
- ❑ Boulder Dash
- ❑ Boxxle
- ❑ Bubble Ghost
- ❑ **Bubble Bobble**
- ❑ Bugs Bunny
- ❑ Burai Fighter Deluxe
- ❑ **Burger Time Deluxe**
- ❑ Castlevania
- ❑ Chase HQ
- ❑ **Choplifter II**
- ❑ Dynablaster
- ❑ Double Dragon
- ❑ Dr. Mario
- ❑ Duck Tales™
- ❑ F-1 Race
- ❑ Fortified Zone
- ❑ Ghostbusters 2
- ❑ Golf
- ❑ Gremlins 2
- ❑ Hyper Lode Runner
- ❑ King of the Zoo
- ❑ Kwirk™
- ❑ Kung Fu Master
- ❑ Mercenary Force
- ❑ Motocross Maniacs
- ❑ **Navy Seals**
- ❑ **New Ghostbusters II**
- ❑ Nemisis
- ❑ Nintendo World Cup
- ❑ Othello
- ❑ Paperboy
- ❑ PinballRevenge of the Gator
- ❑ Princess Blobette
- ❑ **Q*Bert**
- ❑ Qix™
- ❑ R-Type
- ❑ Radar Mission
- ❑ Robocop
- ❑ Side Pocket
- ❑ The Simpsons
- ❑ Skate or Die
- ❑ Sneaky Snakes
- ❑ Solar Striker™
- ❑ Super Mario Land™
- ❑ **Super RC Pro-Am**
- ❑ Teenage Mutant Hero Turtles
- ❑ Tennis™
- ❑ Wizards & Warriors
- ❑ **WWF Superstars**

Coming Soon

Boxing
Double Dragon II
Home Alone
Hook
Kid Icarus
Marble Madness
Metroid
Mr Do!
Pac Man
Soccer
Trax

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Club Nintendo

Super Mario Says

The wait is over - the Turtles are back, and not a moment to soon! In "**Teenage Mutant Hero Turtles II – The Arcade Game**", their second game on the NES, they once more battle Shredder and the Foot Clan in a battle based on the original arcade game. All of the coin-op's levels are included plus a few new ones, while it also offers simultaneous two player play for extra Turtle Power. Hot stuff!

This issue also claims the record for the amount of NES games reviewed. We've somehow managed to include twelve in total and some are real scorchers! "**Captain Planet**" brings his world-saving mission into your homes, and "**The New Zealand Story**" shows just what the NES is capable of! "**Snakes Revenge**", the sequel to "**Metal Gear**", leads you once more into the world of spies and espionage, while, on the other end of the scale, Bugs Bunny invites you to his "**Birthday Blowout**".

Coin-op conversions galore are arriving on the Game Boy™ all of the time. In this issue we feature "**Choplifter II**", "**Ghostbusters II**", "**Bubble Bobble**", "**Navy Seals**", "**Burgertime Deluxe**", and "**Q Bert**", and we also find room to show you "**Super RC Pro-Am**", amongst others.

There's all of the regulars too, of course, including two pages of tips on "**Super Mario Bros. 3**" especially for all of you budding Bowser-bashers! Sock him one for me!

That's all folks so until next time...

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Club Nintendo News

Centre pages

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In our next issue...

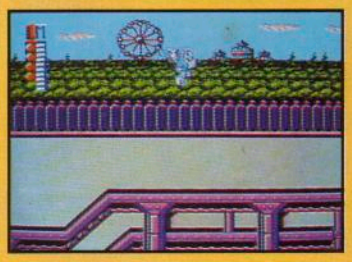
Little Nemo NES
Home Alone Game Boy
Mission Impossible Tips

Totally RAD™

Yo! You There!

Whoa, good to see you dudes! I'm Jake by the way, and you and I are about to embark on the adventure of a lifetime in this bodacious Game Pak. It stars me, of course, my righteous babe, Allison, and Zebadiah, a gnarly old magician who's gonna teach me some pretty wicked and awesome magic powers!

Zeb has been exiled from the underground world of Edogy, and there are some pretty heavy things going on, as the powers that be in Edogy plan to overrun California! They've already kidnapped my girl Allison and her father who is one smart dude, and extremely useful to Edogy's plans. Now I'm mad to say the minimum, so I'm gonna use my new found powers to get to Allison and save California... later dudes...

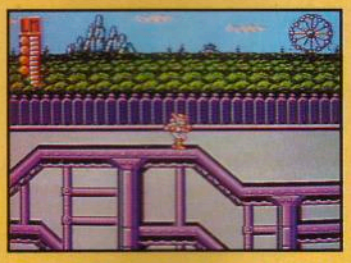


The Eagle - Hey! Now Jake can fly.

Abracadabra!

Edogy is a long way off, and Jake has it all to do... But now that he's got some radical abilities, things are gonna be considerably easier.

The remaining powers will enable Jake to power up. When weakened, freeze the enemies on screen momentarily or eliminate many of the enemies by whipping up a storm, or even an avalanche!

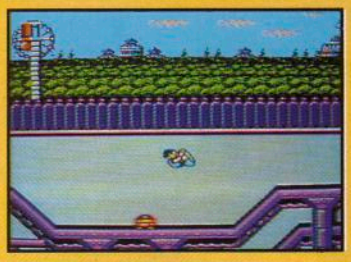


The lion - As a lion Jake is able to jump 50% higher!

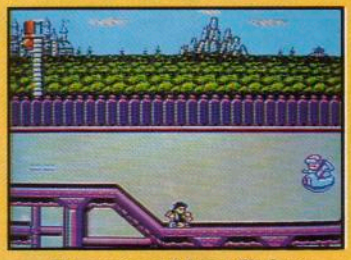
The fish - handy when wishing to take a dip.

Take a Roller Coaster Ride

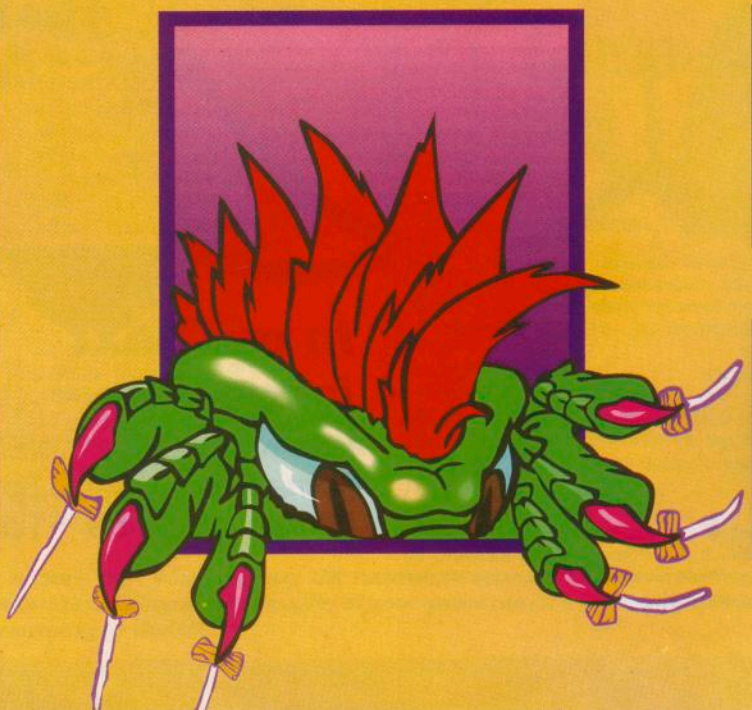
In order to reach Allison, Jake must pursue Edogy across California and back into the underground world. Travel across many levels, picking off the gross underground creatures who guard the levels. Use your wizard powers to the best advantage dudes, and you'll get the girl... Radical!

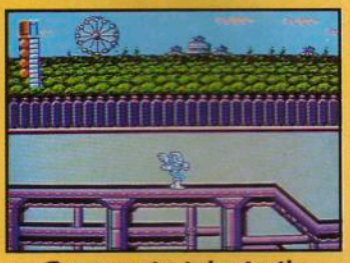


Watch this lad leap!



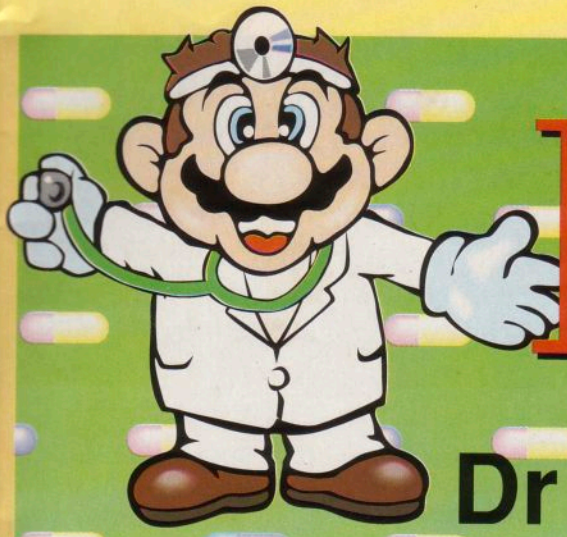
Beware of low flying objects!





Prepare to take to the skies!

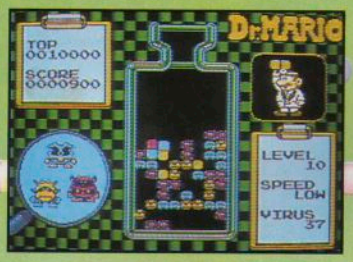
Destroy the Dweebs!



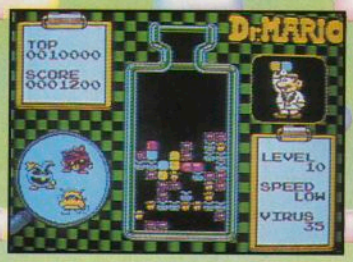
DR MARIO

Dr Mario's Virus Clinic

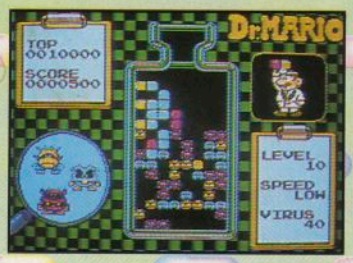
It appears that germ warfare isn't all that easy to combat, so I've been back to the lab and have managed to come up with some winning concoctions to help out all of you over-worked specialists!



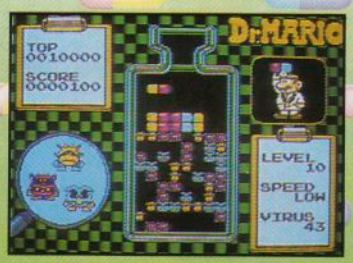
On the higher levels, play it safe with horizontal lines.



Wait for the right moment, then 'turn' the capsule to place it.



Look for appropriate places for doubles....



Use multi-coloured capsules to achieve triples.

Clearing the Virus

You don't necessarily have to clear from the top - placing capsules below or to the side can be just as effective. Use the dual-coloured vitamins horizontally to clear the virus near the top of the screen, rather than risk building upwards.

Working from below can be a little tricky, but, again, it does prevent the top of the bottle being clogged up with unwanted pills. Remember too, that you can turn the vitamin in to place with a well-timed push of the A or B button.

A final word on clearing the virus - if you accidentally turn the capsule too far, use the opposite button to rotate it back rather then trying to turn it all of the way around again, which is sometimes impossible.

Two Player Tactics

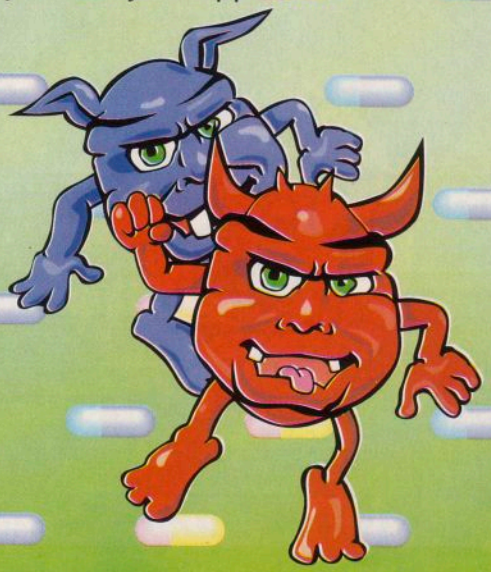
Completing two or three lines simultaneously on a two player game results in extra, unwanted capsules falling on to your opponents screen. On the lower levels, it's actually better if you try to clear all of the virus rather than worry about clearing two or more lines, but on level 10 or higher, go for the doubles to try to force your opponent's bottle to flow over!

Game Reset

If the bottle looks a little germ infested, press and hold the select, start, a and B buttons to reset the game. This works on the NES or Game Boy™ version.

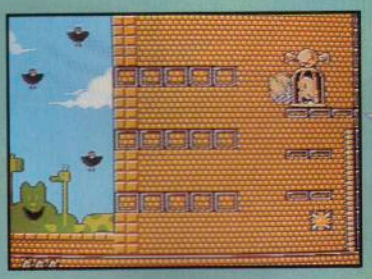
Making Two Player Matches Fair

If you are tasking on a friend who isn't as experienced at playing "Dr Mario", choose a higher level for yourself so that your abilities are then effectively matched due to your 'handicap'. This way, you keep the game fresh and challenging for both you and your opponent!



THE NEWZEALAND STORY

One sunny afternoon, all the little Kiwis were happily playing the kind of games the kiwis like best, when the peace of their community was suddenly shattered. A dark shadow was cast as the formidable figure of Wally Walrus loomed over them, cutting short their happy kiwi games. With one scoop of his giant flipper he gathered up all the little kiwis and placed them all in his sack. Only one kiwi, known as Tiki, managed to escape. And as he watched his friends carried off into the distance he vowed to rescue them all, and bring them safely back home...



The Kiwi's kwest

Wally, the evil walrus, has sold all the helpless kiwis to zoos across the length and breadth of New Zealand. Tiki must trek across the country releasing all his friends from their enforced captivity. This isn't going to be easy, since Tiki, armed only with his trusty bow and arrow, must take on hundreds of Wally's evil friends, such as the troublesome flying teddy and the vicious Kool Koala, who will do anything they can to stop him reaching his friends.

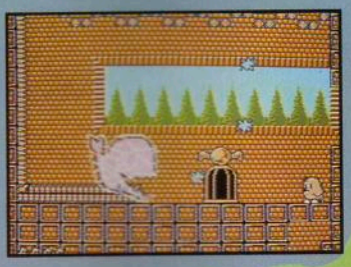
Karetakers

Each of the five different worlds is guarded by one of Wally's chums and Tiki may well have met his match with these guys who are not about to stand aside.

Kool Koala

The Whale

The whale is a hungry chap who ain't into tuna! When Tiki is gobbled up and he's in the whale's stomach, keep firing at the walls of the stomach whilst dodging the deadly drops dripping from above.



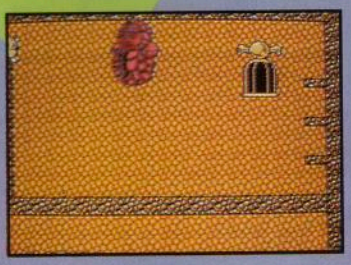
The Octopus

The Octopus really has some tricks up his sleeve, and will bombard Tiki with lethal bats. Use the ledges to avoid the bats and fire at the slippery eight-legged fiend for all you're worth!

Flying Teddy

The Mummy

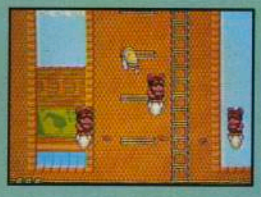
Wow, what a horrid looking mother! This enemy possesses some pretty heavy firepower and will prove pretty tricky to pin down. A helpful hint is to have the bombs in your artillery before your showdown, and use the ledges to avoid his response.



Cross country Kiwi tracking isn't easy, and Tiki must be in top form as he visits the different worlds within the game, negotiating the increasingly difficult terrains and mounting hazards.

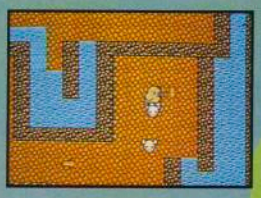
Auckland...

Auckland is the first world and is fairly simple, allowing you to get to grips with the controls and acquaint yourself with the nature of the game. Commandeer yourself a balloon and away you go!



Waitomo Caves...

These caves seem more like a kiwi nightmare than a zoo. However there is work to be done, so negotiate the puzzling terrain and show those foes what you're made of!

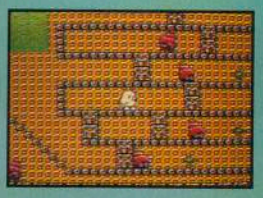


Cook Strait...

A conspiracy of piracy sees Tiki attempting to board the heavily guarded vessel. He'll also need to do a good deal of underwater swimming.

Rotorua...

Now this is getting serious because Rotorua is like a giant maze. Steer Tiki through each level using the arrows as a guide. You'll have to get your feathers wet if you're gonna get to your pals...

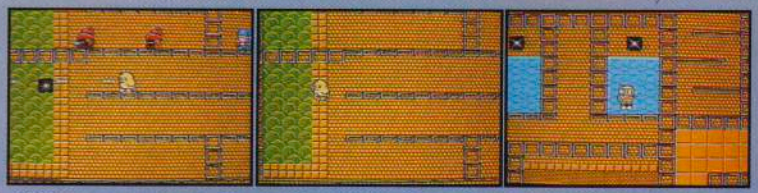


Mount Cook...

The final destination for Tiki.

Short Kuts!

Along the way Tiki will be able to find some warp windows which will allow him to take short cuts, and on this arduous journey, he will need all the help he can get!



Warps can only be found in certain places.

After shooting to reveal its whereabouts, jump into it...

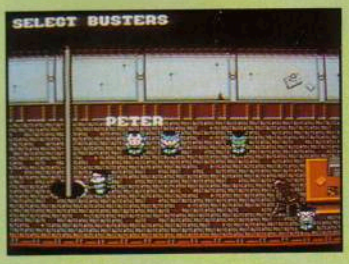
... and you'll end up a bit further into the adventure!

NEW

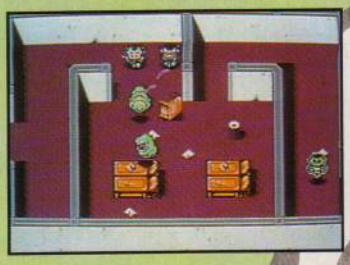
GHOSTBUSTERS II

We're ready to believe you!

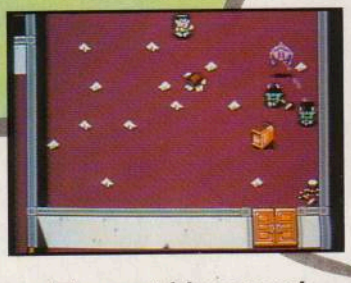
The 'busters are back! Once more, they're prepared to clean up the streets of slime, clear out haunted houses and eradicate eerie spooks - all in the name of truth, decency and the American Way (and a few thousand dollars). So grab your super traps and strap on your proton pack and go bust some slime-ball called Vigo who is threatening to end the world!



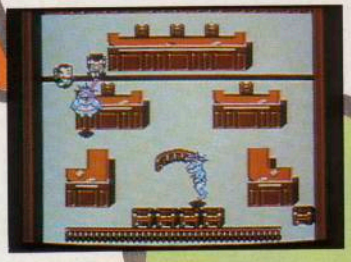
Select your team.



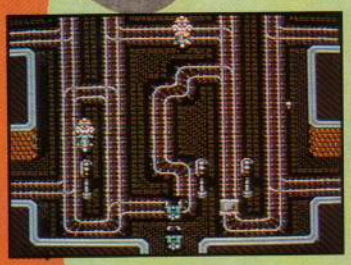
Catch those phantoms!



They get bigger and badder further in...



Hold the proton beam on the ghostly guardians before springing the trap.



Unholy supernatural subways!

Who ya gonna call?

The Ghostbusters are a group of four supernatural-subduing, wise cracking characters, each one intent on putting a stop to Vigo's evil intentions. Choose two from the four, one who will paralyse the ghosts in the proton beam and the other who will clean up the mess by catching him in the trap.

Your two Ghostbusters march around the ghoul-infested areas, taking out the spectres and ridding the city of its unwelcome paranormal visitors. While it may take a few plays to become properly acquainted with the controls, it will soon become second nature, allowing you to bust ghosts at will!

We ain't afraid...

The scenario of NGB II is not unlike Activision's original offering, but the gameplay is totally different!

The paranormal party starts off in a huge haunted house, where manic ghosts and chainsaw spectres have been let loose by Vigo, an ancient warrior who is intent on opening the portal between normality and the supernatural. Guide your 'busters around the ballrooms and bathrooms of this demon's domain, trapping the supernatural fiends in a trap being sure not to let them go! Arrows point the way when you've cleared an area, leading you to more unearthly events.

The subways are your next stop, this time to deal with deceased miners who have returned to continue their work - very spooky! Keep away from their axes and stay alive - you won't be any good to anybody on the other side!

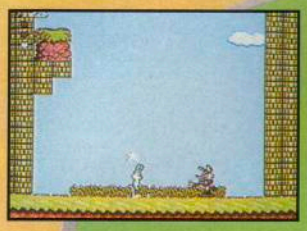
Staying out of the slime

"The New Ghostbusters II" takes some of the finest aspects of the movies, including a groovy remix of the theme tune, and comes up with a completely original game. Well worth checking out!

THE BUGS BUNNY™

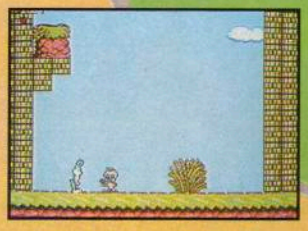
BIRTHDAY BLOWOUT

Happy Birthday Bugs!



Hammering Daffy Duck.

Swatting Tweetie Pie



Outwitting Wile E. Coyote!

Bugs Bunny, now fifty years young, has been invited to a party held in his honour. However all of the other Looney Tunes™ characters are envious of all of the attention Bugs is getting, and have decided to prevent the guest of honour from reaching the celebrations! Old Bugs is going to need some help here - and that's where you come in! Guide the famous rabbit through a whole world of wacky contraptions, seeing off your fellow screen stars, all in an attempt to reach the special birthday party!

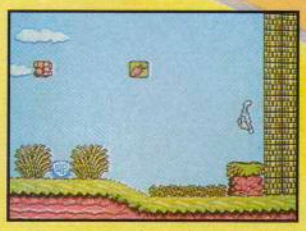
Characters and Contraptions!

A whole bunch of weird and wonderful inventions face Bugs as he strives to reach the celebrations. All manner of cartoony creations confront him, including Malicious Mallets intent on hammering Bugs into the ground, Walking Time Bombs that explode when approached and some rather fun and funky Evil Soap Boxes that shoot bubbles your way. It could only happen in a cartoon...

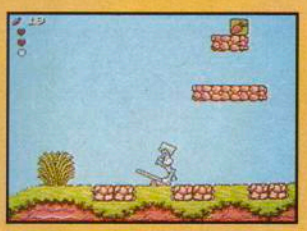
At the end of each section, one of the Loony Tunes characters faces Bugs. The idea is to get the big carrot to move on to the next stage - to find it, you may have to defeat the character facing you...

Born to Party!

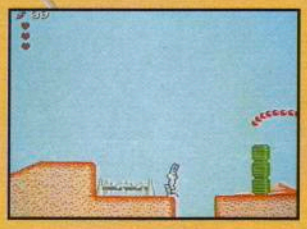
Despite all of the obstacles and enemies that face the heroic Bugs, he's still intent on reaching the birthday festivities. With a hammer to squat the crazy contraptions like flies, and a love for carrots that could earn him bonus lives, he sets off on the long and windy road that holds untold surprises...



Section 1 - Dive into wells for bonuses



Section 1 - Knock the seesaw to reach new heights



Section 2 - Beware of the spikes that dwell in the deserts

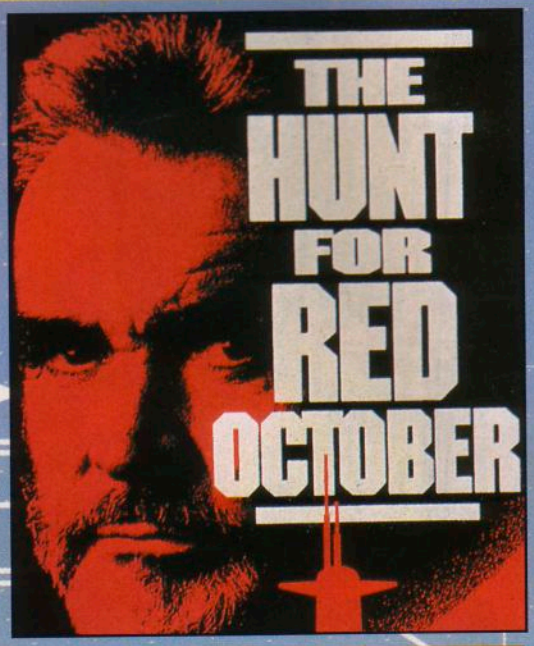
Bugs Bonus Bonanza!

Upon completion of a stage, Bugs can take part in a life-replenishing bonus game. The first has Bugs trying to line up numbers to earn those elusive lives, while Willy Weasle's bonus game sees the big-eared bunny trying to splat as many weasles as possible with his hammer!

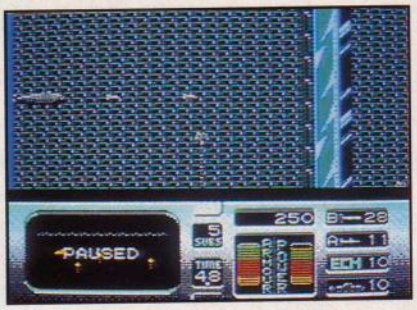
Prepare yourself...

...for the ultimate nautical challenge as you unravel the mystery and intrigue of "The Hunt for Red October'. The game is based on the hit film, which follows the fortunes of a Russian submarine and its rebel crew, as they head for the coast of America... and freedom.

The film was a success during its run at the cinemas a few years ago, and has proved just as popular on video. It starred the ever popular veteran actor Sean Connery as the captain of the asylum seeking vessel. Not only does he have a tough time negotiating hostile waters, he is also being hunted by the Red Sea fleet, determined to prevent the advanced sub from falling into enemy hands.



SUBMARINE DATAFILE



CLASS: *TYPHOON*
Prototype Fully Nuclear Powered. Code 1 security.

CREW REQUIREMENT: *24*
Crew hand picked for special abilities. Top Red Fleet personnel.

PRIMARY WEAPONS: *MISSILES, TORPEDOES*
Long range homing capability available.

RADAR: *SONAR* - Full area scan capability.

NUCLEAR CAPABILITY: *FULL*
Fully armed with tactical nuclear missiles.

SPECIAL CAPABILITIES: *CATERPILLAR, E.C.M.*
Equipped with revolutionary Caterpillar drive which renders Sub undetectable by Sonar. E.C.M. decoys fitted.

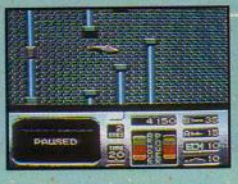
Dive, Dive, Dive

Many hazards await you in the dark depths of the Atlantic. Navigate your way through the complex security of the Soviet Harbour and make your break for freedom. Your command of Red October is crucial and you must consider your progress carefully. Pick your way through the mini-subs, move carefully through the guard bars, and pray that the steel security doors don't slam in your face!

Fire torpedo one!

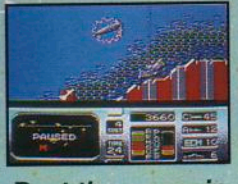
Sonar buoy straight ahead!

The door to freedom?



Make haste when up against these barriers...

Take out the turrets!



Beat the sonar in Caterpillar mode...

RAINBOW ISLANDS

Hold on to your seats! Bub and Bob are back on their most exciting and colourful adventure yet! The Rainbow Islands, situated in a far-flung corner of the world, are being infiltrated by evil forces, and it's up to Bub and Bob to put the colour back in the cheeks of these once-happy lands!

Here we go!

Island hoppers

There are seven multi-coloured Rainbow Islands in all, each one with a different theme over four stages, and a very large number of enemies. Toy tanks lead the attack on Combat Island, tiny feet carry your foes on Insect Island and there's a really big bug waiting for you at the end of every land! Things have really heated up since Bub and Bob were last on the scene...

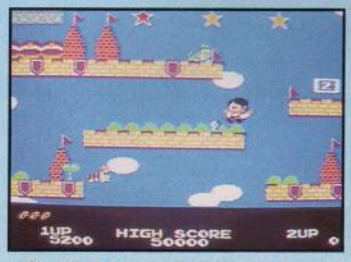
Facing the horrors of war on Combat Island.

Dealing with bugs on Insect Island.

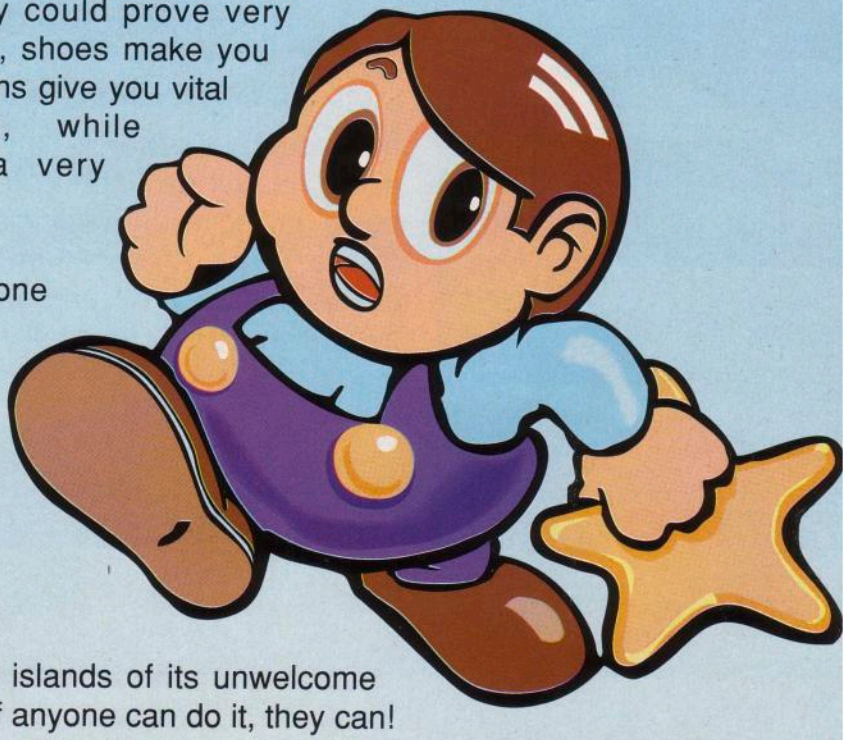
The secrets of your success

To complete each stage, you need to make your way up by building a ladder of rainbows. These rainbows can also be used to see off anything that gets too close for comfort. Make sure that you grab the items that defeated enemies leave behind - they could prove very useful! For example, shoes make you run faster, red potions give you vital double rainbows, while diamonds have a very special use...

Avoid the spider by standing on the right.



Collect the diamonds in a certain order for a surprise!



End of level guardians take more than just one rainbow to defeat them. The first bug-eyed monster you will encounter is the spider. To defeat him, stand in the right-hand corner and bombard him with rainbows. Be warned though - each guardian requires a different technique to defeat!

Saving the Islands

It's certainly not going to be easy ridding the islands of its unwelcome visitors, but Bub and Bob are special heroes - if anyone can do it, they can! This adventure is also pretty special, and bound to suit anyone who likes fast and furious games!

Jackie Chan's Action Kung Fu™

Express yourself in the Orient

We're off to the Orient, to discover the mysteries of the East in this kung fu extravaganza starring Jackie Chan and his kung fu wizardry. It's action all the way as you guide Jackie through some great oriental scenes doing battle with some evil eastern enemies in a crunching test of skill!

A lightning spin kick.

A powerful jump kick

Get the bell to enter the bonus screen...

Avoiding the piranha fish

Leaping over platforms

The ancient art of dubbing

Jackie is renowned as one of the greatest exponents of the Ancient art of kung fu and we're not about to argue with that! This guy knows some pretty awesome moves which will stand him in good stead as he travels the dusty roads of China.

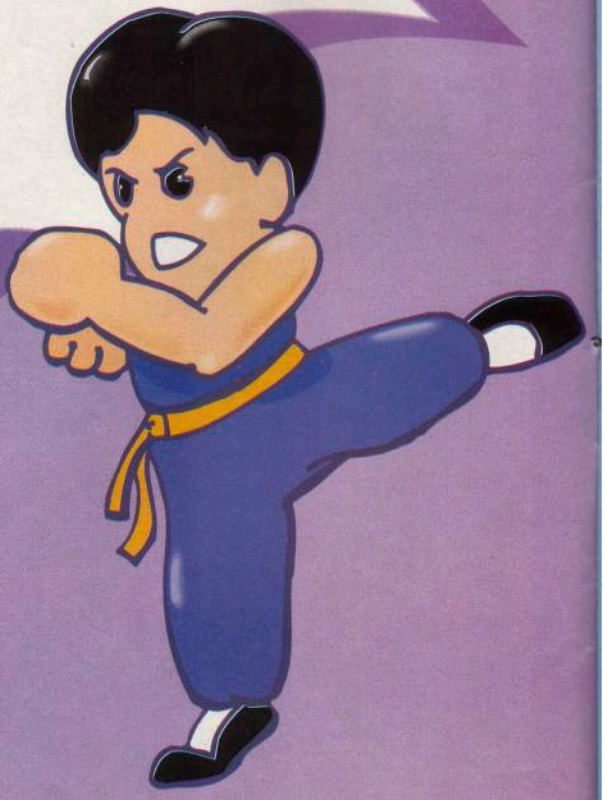
Collect the attack icons and Jackie will then be able to use the special attacks on his foes. The two spin attacks enable Jackie to weaken his enemies in one swipe. Use the 'Sky Attack' to defeat flying enemies and the 'Tornado' will allow you to spin your way through the opposition. Finally the 'Psycho Wave' will deal a painful lesson to your enemies.

Orienteering in the Orient

Jackie's adventure starts outside a huge temple. Even the first part of his arduous journey is full of peril, since he will be fighting ferocious tigers and scimitar wielding samurai! Spike traps threaten to impale Jackie, although he can earn extra lives if he grabs the bell near the start of the level...

Once inside the temple, he will have to deal with the man-eating piranha as well as tilting platforms that could easily see him fall into the giant pond. His agility will be called on once more when he enters dimly lit caverns where the platforms suddenly rise without warning!

If Jackie manages to bypass the many obstacles, not forgetting the endless number of savage foes, he will earn his first showdown with a boss. The initial one is Buddhadoma, who comes complete with flailing arms and an appetite for destruction! Deal with this big baddie by hitting him between the eyes - once he's defeated, Jackie can journey on to the next thrilling stage of this adventure!



Battling Buddhadoma

Journey to the Centre of the Earth

BLASTER MASTER

Become the heroic Jason, and enter the underground world of foul mutants and radioactive rodents in this thrilling search and blasting Game Pak. With numerous levels, two styles of action-packed screens and exciting encounters with all manner of mutated enemies, Blaster Master will prove popular with all those looking for a stimulating adventure!

Transport of the future

The Blaster Master vehicle is one mean mover, combining flowing movement with power-packed weapons. At the start of the game, three weapons are available, these being homing missiles, thunder bolts and multi-warhead missiles. You will need to find the relevant icons to give you ammo so that you can use the extra weapons, otherwise you will be stuck with the less powerful cannons. More powers can be acquired by defeating the end of level guardians...

Viewing the action

Much of the action is viewed from the side, giving you sight of your encounters while inside the Blaster Master vehicle. However, when Jason hops out of his truck and enters a door, the screen changes to the enlarged overhead view, bringing you even closer to the action.

Jason and the mutants

Eight frenetic levels, each one incorporating a huge landscape, await Jason. It's basically a matter of searching the surrounding area, looking for doors to enter so that he can collect extra ammo and power. The objective is to get to the end of each stage, and defeat the waiting Warlord, which is far from easy. Once you've done that, you can collect a new power and move on to the next challenge...

The adventure begins in a desolate cavern, frequented only by life-stealing mutants. Your objective must is to charge through this first section, keeping out of scrapes, and making it through the first door without sustaining too much damage.

Once through the door you will be confronted with an even bigger area that consists of hidden doors and underwater surprises. You can get out of your vehicle to enter the doors, making the view switch to overhead. Once inside one of these areas, you must search around in an attempt to find power-ups.

To reach the first boss, you must trundle along to the right of the caves, enter the water, and continue right until you reach a ladder. Hop out of the truck and climb up to your awaiting destiny...

That's just a glimpse of what is one big adventure! Not only does the action come in thick and fast, but the controls and graphics are so smooth that they allow complete manoeuvrability! Gripping stuff!

Side view

Overhead view

You're on your own here!

Underwater escapades.

Battling the first boss

Fighting inside a secret area.

SNAKE'S REVENGE™

Once more unto the breach...

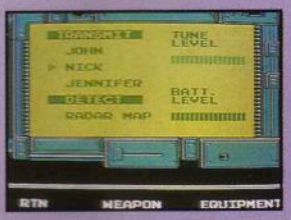
"Snake's Revenge" picks up where "Metal Gear" left off, once more throwing you into the midst of espionage and terrorism! Since defeating the terrible Colonel Cataffy and laying to rest the threat of the "Metal Gear" super weapon, Solid Snake has been taking a well earned rest. But now he's been called upon again, for Cataffy has somehow survived their previous encounter and has built a more powerful super weapon with a view to once more holding the world to ransom!

Super Spy Contacts

This spy is no snake in the grass - he's one highly trained martial arts expert with an intellect as razor sharp as the knife he wields with uncompromising skill. However, even he needs help, so three other spies have been deployed in order to offer aid and advice. They can be contacted using the transceiver, but watch the battery level!

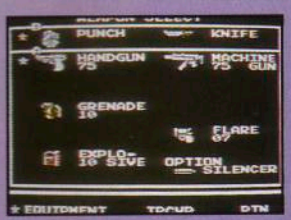
J.T. - Will aid you most during the initial stages of the assignment.
NICK MYER - A commando renowned for his coolness, he'll help you get out of sticky situations.
JENNIFER X - This lady hides more than one skeleton in her cupboard, but offers useful info all the same.

You can also exact knowledge from prisoners, and even enemy commandos with the help of a little truth gas. Bear in mind that the more prisoners you save, or the more soldiers you interrogate, the higher your rank will go, and your carrying ability with it.

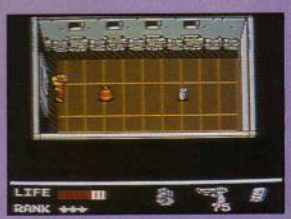


Weapons and Items

"Snake's Revenge" is much more than a search and collect game. Stealth and silence are of paramount importance, as is a good sense of direction! However, the items and weapons on offer play a major role in the mission, so make a list in the manual, being sure to search every nook and cranny. The most important items are the eight key cards which allow you to roam the base freely. These become increasingly difficult to find, since the later ones are heavily guarded or deeply hidden.

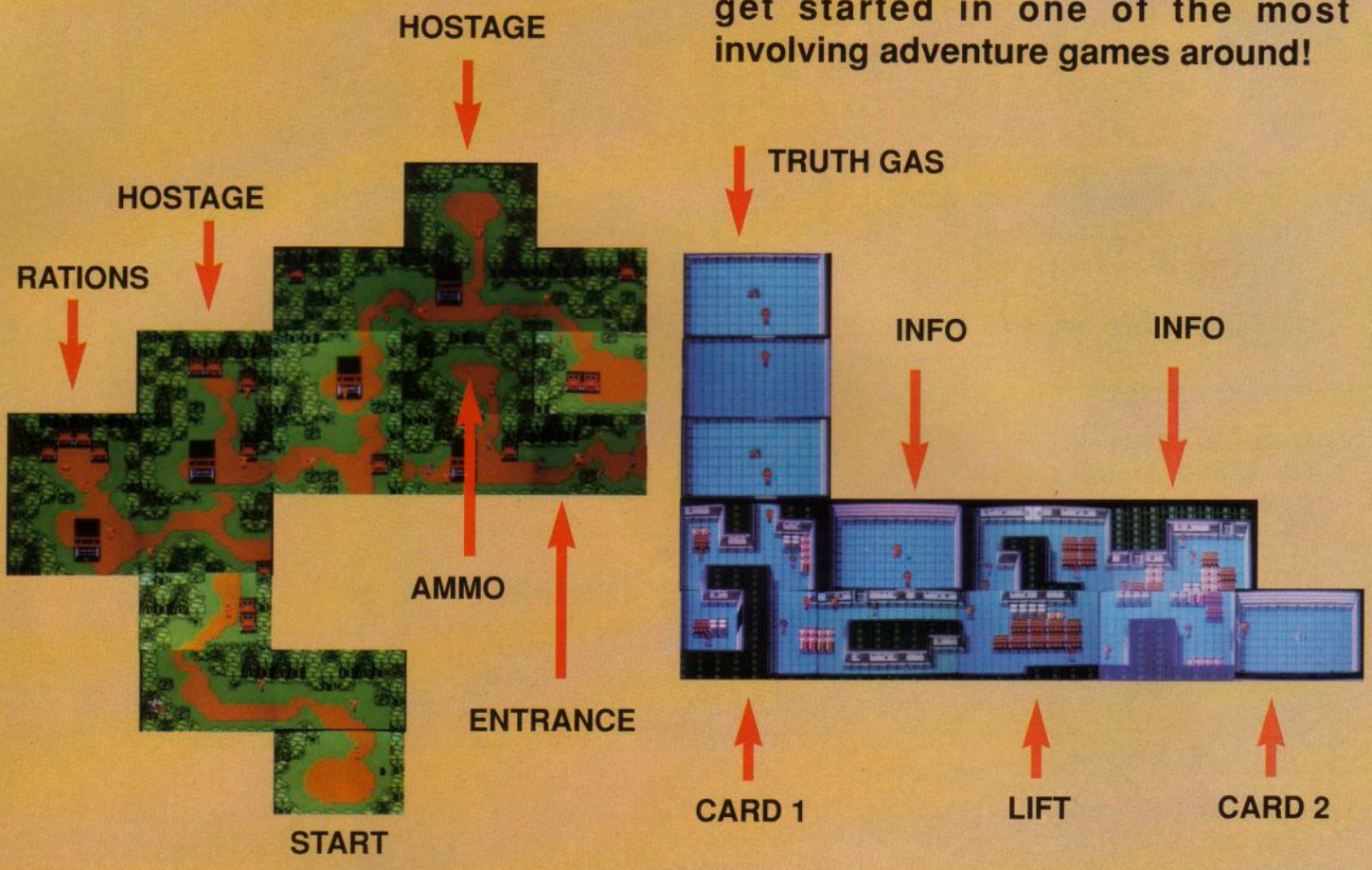


A whole arsenal of weapons becomes available throughout, ranging from hand-guns and grenades to shot guns and claymore mines. It might be an idea to find the silencer before opening fire on the enemy soldiers who constantly confront you, otherwise the world and its wife will get wise to your so-called secret mission!



Behind the enemy lines

Use our exclusive map to help you break into the enemy fortress, and get started in one of the most involving adventure games around!



Super Strategies

Be sure to avoid the search lights...

Stay out of the line of sight of soldiers, and attack with your knife to remain undetected.

Enter the 'Entrance' screen at the bottom right hand corner so that you won't be seen. Respond to the call, and then sit back and watch the show!

Once you are in and have found card no. 1, go out the top door again to get the silencer.

TEENAGE MUTANT HERO TURTLES® II THE ARCADE GAME

Flying kick - Knocks the stuffing out of their opponents!

Regular attack - A few of these and they'll be waving a white flag!

Special attack - A bit tricky to get to grips with, but the results are spectacular!

Turtle-hug - The Turtles will need to react quickly to get out of this punishing hold!

It's Pizza Time!

They're back! Amidst cries of cowabunga and piles of pepperoni pizzas, the Turtles are once more emerging from the sewers to do battle with Shredder and his Foot Clan cronies! This time he's joined by two bounty hunters intent on creaming the Turtles and making a rather unappetising soup! Will they be able to defeat this new menace or is the world facing a future under the evil rule of the gutless Shredder?!

Team up for Double Turtle Power!

All four turtles are here in this arcade conversion. Choose from the Katana wielding Leonardo, Nunchuka expert Michaelangelo, the Bo-brandishing Donatello or Sai-swinging Raphael. Two players can team up for extra Turtle Power, or one hero can battle the evil doers on his lonesome!

Check out the Turtles' awesome moves too - their attacks are strong enough to deal with even the toughest bozos!

Starting the Adventure

Ten awesome levels, two of which are exclusive this version, await the street-wise Turtles. Th quest not only entails ridding the world Shredder, but also saving April from his e clutches. That's not all either, since countless tra obstacles and enemies are all out to get you! A you thought it was great being a Turtle...

Foot Soldiers - There are four types of these guys, and most will succumb quite quickly to a special jump 'n' slash attack. Be careful of the Machine Gun Soldiers, since these Turtles aren't completely bullet proof!

We have now arrived at our new Eastleigh address and we are all still settling in nicely.

There have been a few teething problems with our telephone system, so you might have had a few problems getting through. This is improving daily and I hope it won't be for much longer.

Our new address is:
Club Nintendo,
PO Box 42,
Eastleigh,
Hants,
SO5 5XZ.

Hotline's New Telephone Number

To help you in and out of mazes, to eliminate those nasties or just to move you onto the next level of a game.

0703 652222

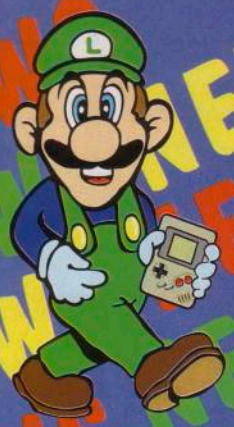
Also new for 1992 we are changing our weekend hours on the Hotline. We will now be available for your calls. Saturday and Sunday 10am-3pm.

Club Nintendo New Telephone Number

For new release information, membership queries and general information on Nintendo products.

0703 651010

All calls are charged at normal STD rate, but please check with the person who pays the bill before using the phone.



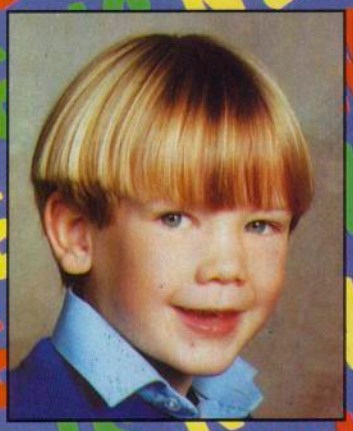
Here are just a few of the photos we have received from you, because we thought they were so good we have decided to publish them. Keep them coming and we will do another feature shortly.

Louise Davies

Gregory Cole

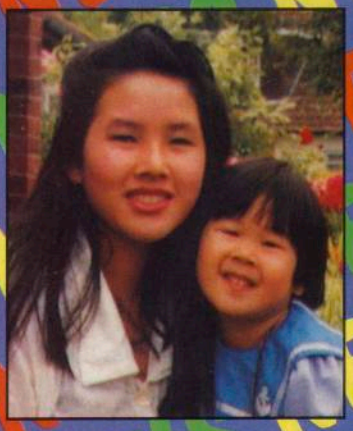
David Lawson

Kenny Ling



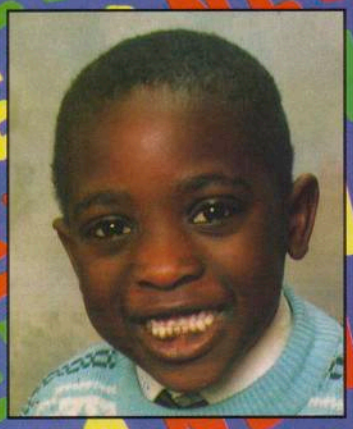
Bradley Crook

Anthony Porteus



Marie Man & little sister

Ross Cook



Kele Okereke

Karen Lee

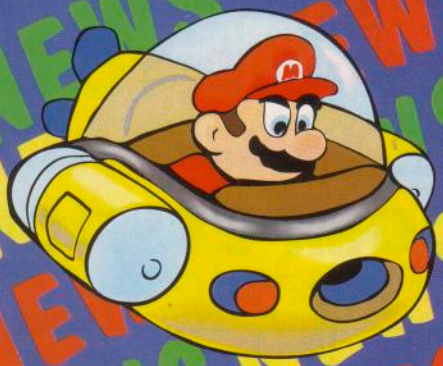
Ben McGarvey

Russel Binns

Membership Prize Draw

On the address label of your envelope is your membership number, if it's the same as the one printed here you've won a prize!

GB0201236

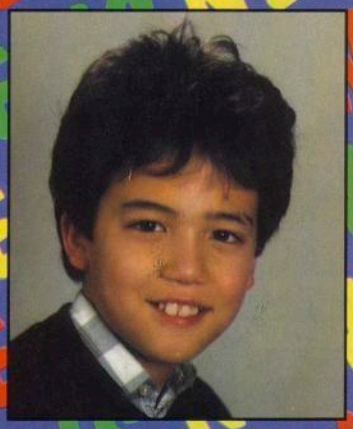


Kelly Jane Beaumont

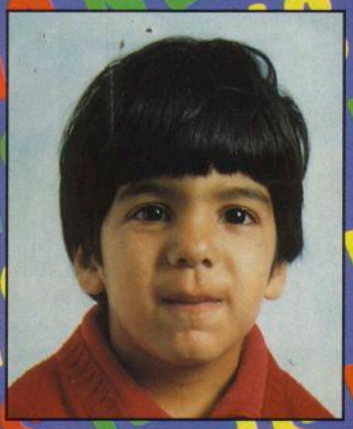
Robert Anderson

Christian Moppet

Steven Butler



Michael Feltner



Rahim Verjee

Wayne Nolan

Neil Carr

Craig Hannah

Andrew Wallage

Michael Yip

Edgar Guest

Consumer Advice

Please ensure that you only buy UK hardware and software for NES systems. Foreign hardware and software may not run on the UK television system.

3 COPIES OF THE FANTASTIC GAME PACK - METROID TO BE WON BY ENTERING THE NINTENDO CROSSWORD COMPETITION

Here's how to enter:

Complete the crossword, rearrange all the letters in the yellow squares to make a famous TV family. Then on the back of a sealed envelope write down the name of this family and send it to:

Metroid Competition
PO Box 42
Eastleigh
Hants
SO5 5XZ

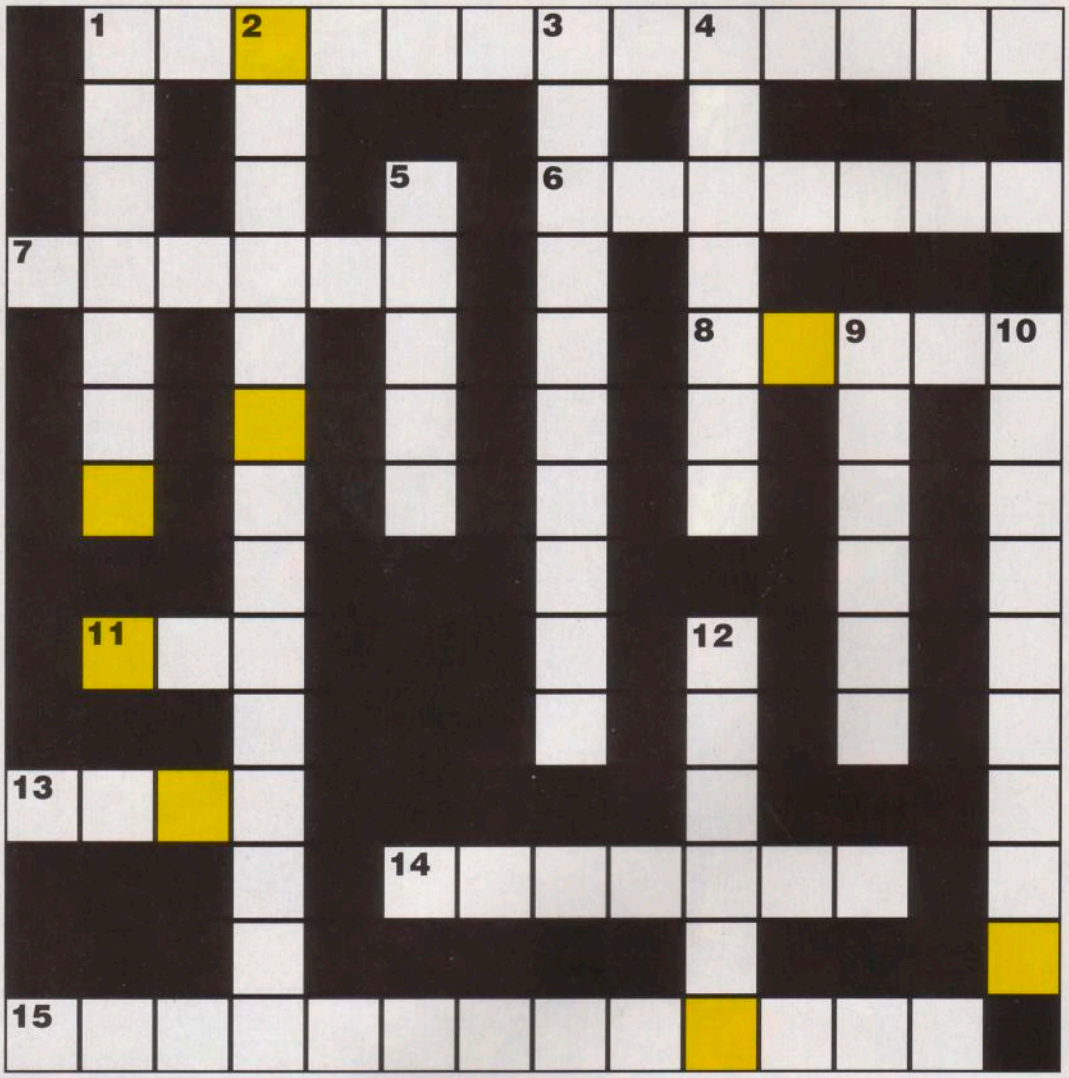
All entries must be received by 20th April 1992, the winners will announced in the following magazine.

Competition Rules

Competition open to all Club Nintendo members except for the Employees of Bandai UK Limited, and other Companies involved in this promotion, including their families.

Winners will be those who have answered the questions correctly and are the first three drawn from the sack. No cash alternatives to prizes. No correspondence can be entered into. Proof of posting will not be accepted as proof of receipt.

No purchase necessary.



Clues

Across:

1) Chip 'n' Dale are these (6,7)
6) The president of Club Nintendo's puzzling game (2,5)
7) This man enjoys eating spinach and adores Olive oil (6)
8) The hero of the Castlevania Adventures (5)
11) In this sporty game you're told to "___ or Die" (3)
13) Where would our friend, "The boy" be without his friend? (4)
14) This hero gives Dr Wily nightmares (7)
15) This racing car game starred Tom Cruise in the film (4,2,7)

Down:

1) This metal robot tries to uphold the law (7)
2) Luigi and his brother are part of this classic NES game (5,5,4)
3) This intrepid space traveller could be having problems in Vernia or Turvia (3,7)
4) This Gameboy "shoot 'em up" could be Sisimen backwards (7)
5) Link is trying to rescue her in this awesome adventure (5)
9) This mansion could be a bit mad (6)
10) Charlie Sheen starred in the film version of this new watery Gameboy title (4,5)
12) The guardian of Gotham City (6)

Re-arrange the letters on yellow to make a famous TV family.

The Party Animal Files

They're big, bad and intent on ending the heroics of the shell-backed Turtles. They're also waiting at the end of each level and pose more than just a small problem...

Level 1: Rocksteady

Turtle Tactic: Wait for gun fire, jump kick into him and then immediately leap away. Jump over him if he rushes and then repeat.

Rocksteady

Level 2/1: Bebop

Turtle Tactic: As with Rocksteady, although Bebop is a little quicker.

Bebop

Level 2/2: Professor Stockman

Turtle Tactic: The special attack (jump 'n' slash) should cut this big brained bozo down to size. Swipe at any mousers that encroach your space!

Professor Stockman

Level 3/1: TORA

Turtle Tactic: This bounty hunter should have stayed on his homeworld! Aim flying kicks at him and rapidly retreat. Try attacking just before he catches a boulder so that he drops the icy projectile, but move away quickly.

That's just a handful of what amounts to a pretty powerful bunch of criminals. However, using a combination of skill, luck and the first winning tactic (that against Rocksteady), you should be able to overcome the odds and save April from a terrible fate!

TORA

Stage 1: Of Fire and Foot Clan

The action starts off hot and even gets close to roasting our heroes at times. Use our map and exclusive tips to help you reach the end of the level, and the encounter with Rocksteady.

Bowl Over - Avoid these bouncing balls by first disposing of any soldiers nearby, and then fly-kick over them, since that will take you further than a normal jump.

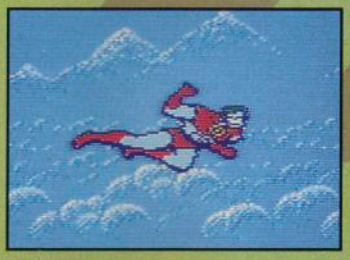
Roadkill Rodney - Any idiot knows that joyriding is a fool's game, so put these fools out of their misery by trapping them in a corner and repeatedly attacking.

CAPTAIN PLANET AND THE PLANETEERS

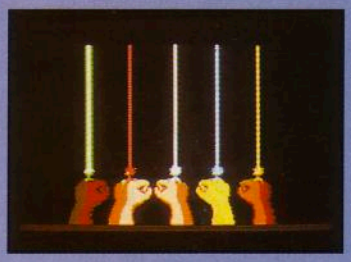
Just another day...

Another day, another potential eco-disaster! Captain Planet is at the forefront of global protection, be it patching up the ozone layer, cleaning the polluted atmosphere and waterways, or being a saviour of animals in distress. No job is too big or too small for our conscientious hero and his posse of planeteers who constantly rise to the challenge in the name of environmental protection!

The man himself...



Captain Planet is a pretty special superhero who takes his job very seriously. Rightly so - our fragile planet is exploited daily, and untold damage is done in the name of progress and profit. His arch enemy, Hoggish Greedily, is a prime example of this thoughtless destruction of the planet's natural resource...



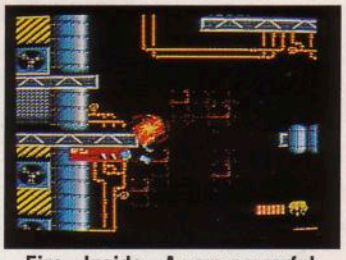
...and the planeteers

The Planeteers represent the four elements of Earth, Fire, Wind and Water, and the specially included Heart, which represents kindness to animals. Each of them was selected for their eco-concience, and their willingness to fight for the planet. They have been summoned from all corners of the world to assist in the fight for the planet's salvation...

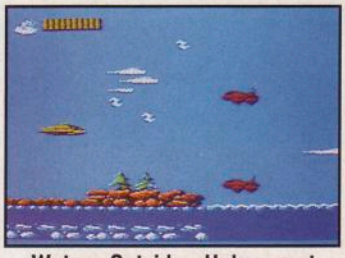
The powers that be...

Captain Planet has many powers, which he can utilise in his quest to clean up the Earth. The powers available have different effects depending on where he is situated...

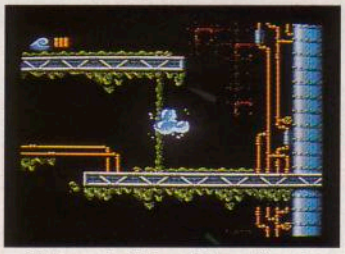
Fire - Outside - The heat is on!



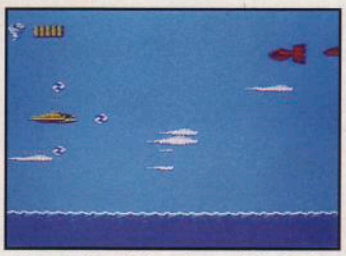
Fire - Inside - A very powerful deterrent!



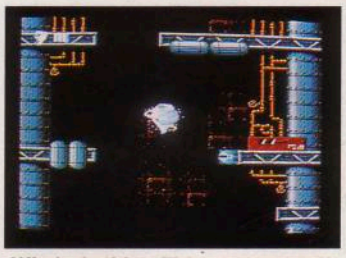
Water - Outside - Helps avert potential disasters!



Water - Inside - Allows Cap to seep through small gaps!



Wind - Outside - A useful shield



Wind - Inside - The power of gail force winds!

Eco-misssions

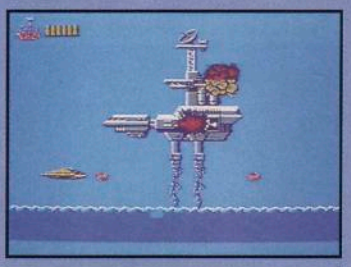
A great number of games involve saving the world from marauding alien invaders or power crazed terrorists. 'Captain Planet' goes one step further, giving you the chance to save the planet from it's own inhabitants thoughtlessness!

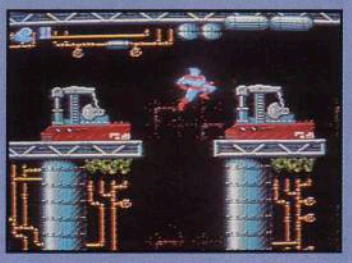
Mission one

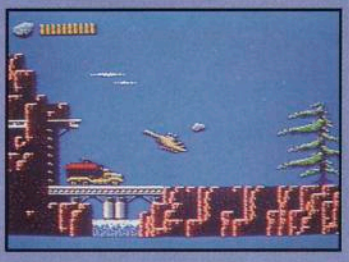
Put a stop to Hoggish Greedily's oil refinery exploits, which are responsible for polluting the atmosphere, as well as endangering the marine wildlife. Once you have carefully manoeuvred the Geo-Cruiser through the heavily defended skies, you will reach the refinery. Now Captain Planet must take over, making his way through the dangers posed by this ecological threat, ultimately to face Greedily in a one-on-one showdown!

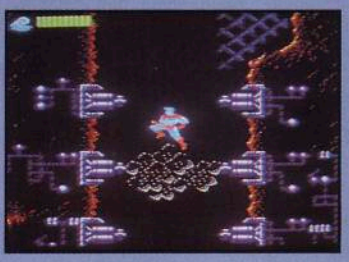
Mission two

This Greedily is as slippery as an oil drenched eel! This time he's dumping his toxic waste in one of America's national parks. This will not only spoil the scenic beauty of the park but also cause untold damage to the flora and fauna that inhabit the park. Use the eco-copter to stop the trucks which are on their way to off-load their deadly cargo. Then Captain Planet must put a stop to the operation that produces the waste by fighting through a radioactive cavern that's littered with dangerous garbage. Hot stuff!





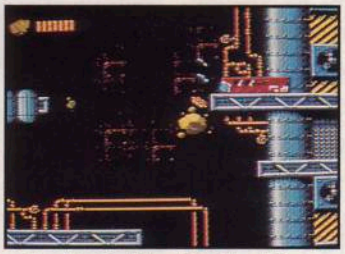




Thereafter...

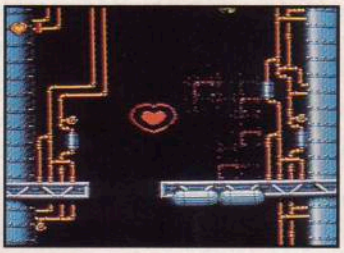
Captain Planet's quest for a safer and cleaner world seems neverending. More waste laden missions await, with more litter for him to clean up and people to convert. Can he succeed? Only with your help! Remember- the Power Is Yours!!

Earth - Outside - Rock til you drop!

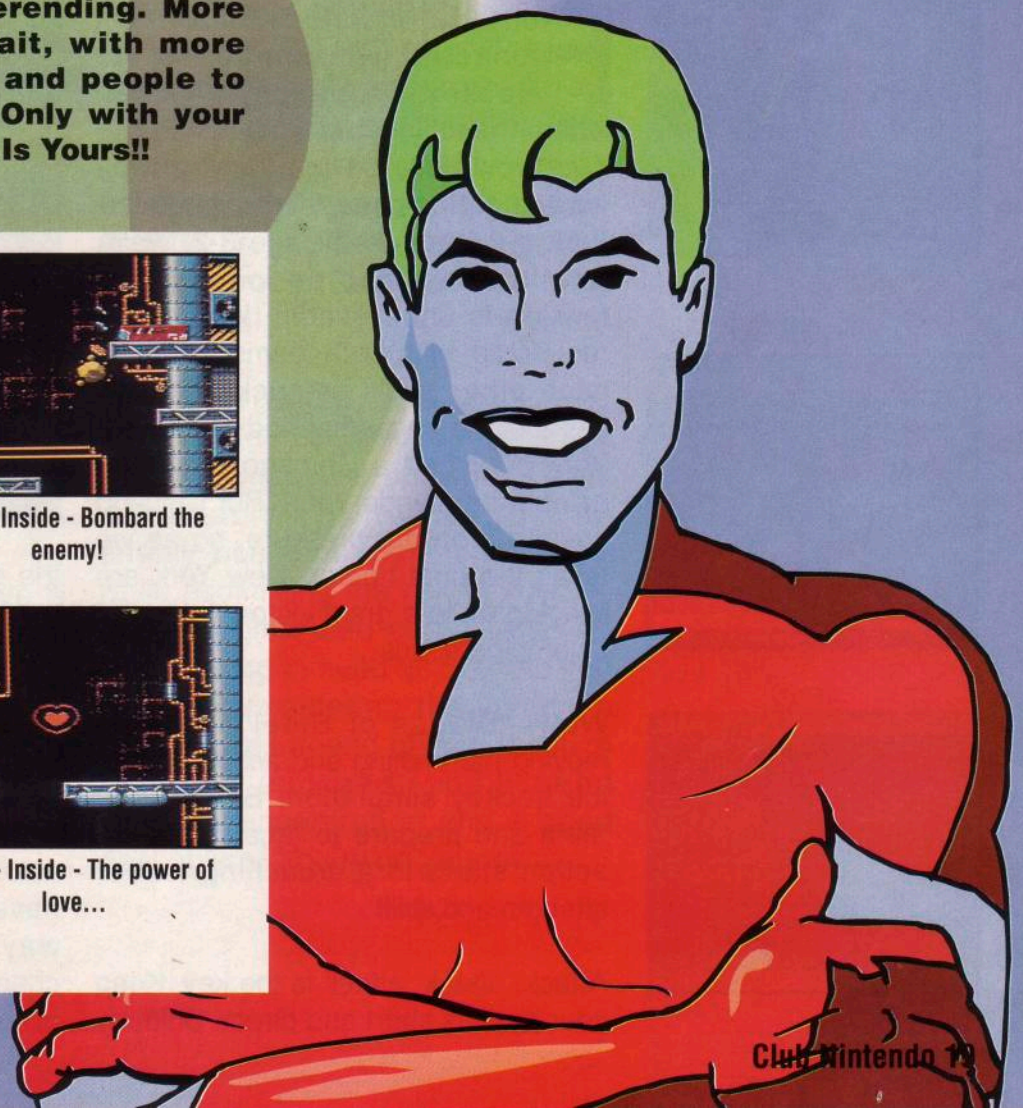


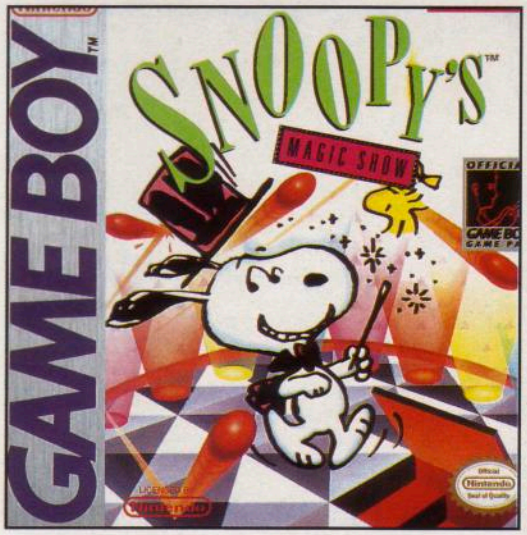
Earth - Inside - Bombard the enemy!

Heart - Outside - Be kind to animals



Heart - Inside - The power of love...



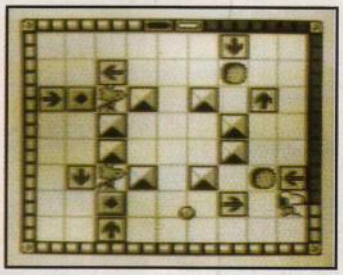


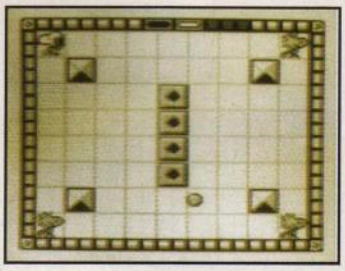
Fans of the classic Peanuts comic strip can now join the cult hero for a game of wits and wizardry!

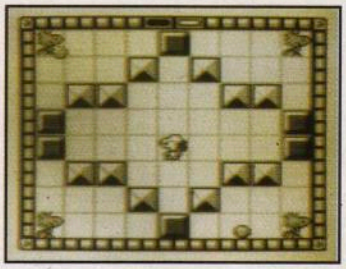
Snoopy's pal, Woodstock, has fallen foul of Spike and his troops of evil bouncing balls. It's up to you to guide Snoopy around increasingly difficult screens collecting the Woodstock icons and avoiding the troublesome balls that fly your way.

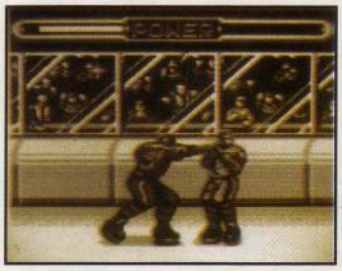
Each screen is constructed in a different way, containing a variety of assorted blocks and teleporter squares. Balls ricochet around the screen, hampering your progress, and must be avoided, unless you grab a 'Power' pill, which allows you to eliminate the pests.

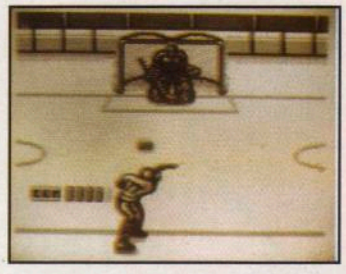
Over 100 tantalising levels are waiting to be solved. Bold graphics and that compelling 'one more go' syndrome are sure to make this popular with anyone looking for a reflex-testing, thought-invoking challenge.











For those of you who have just tuned in, welcome to the Ice Hockey Championship final, where the action has been incredible! The crowd are on their feet as the excitement reaches fever pitch. New York are leading Chicago 3-2, we're late into the third period and the tension is unbelievable. It's been a real scrap, with both teams matching each other puck for puck until late into the the second period when New York punished a Chicago error and gained the slender lead. But Chicago are piling on the pressure, so as we await the final hooter, New York are clinging on to a great victory here and Champion status...

Wow! "Blades of Steel" is a fast moving hard-hitting and action-packed ice hockey simulation. Select your team and prepare to face off as the action starts in a crunching test of strength and skill!

Attack, attack, attack is the key. Keep your passes short and direct. Shimmy

the opposition and when you get the goal in you sights... shoot! If you get into a confrontation with your opposing number, you must slug it out in a one on one (not very sporting is it?)!

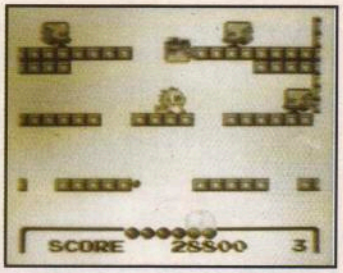
So it's going to be a bruising battle and you must give everything you have, if you're going to climb your way to the dizzy heights of championship ice hockey and lift the glinting trophy aloft.

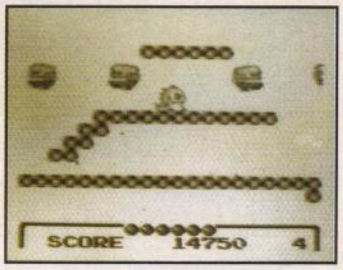
Bub and Bob make their first appearance on the Game Boy™ and, while the style has been altered a little, the appeal and excitement is just as high as before!

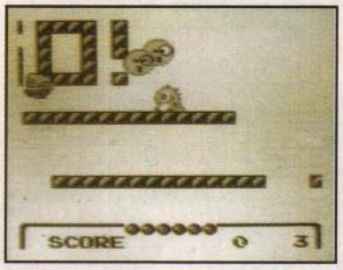
The aim of the game is very similar to the original version, whereby the heroic dinosaurs must trap their enemies in bubbles, and burst them all to move onto the next section. Bursting the bubbles invariably results in an edible reward while occasionally a magical item, such as speed shoes or a warp item, will appear.

In the Game Boy™ version you don't quite see all of the screen. Therefore, moving to the side or jumping up means that the screen will scroll in the relevant direction. Once you are used to this, it proves to be just as good, if not better, than the previous game!

One hundred bubble-blowing levels and a great deal of thumb numbing action make this one hot game. Can you handle all of the fun on offer and, more importantly, will you be able to deal with the larger than life devil that stands between you and success?!



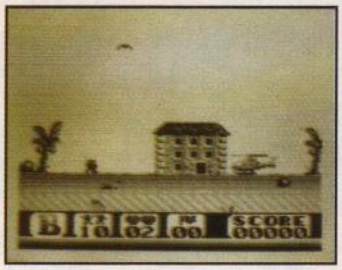


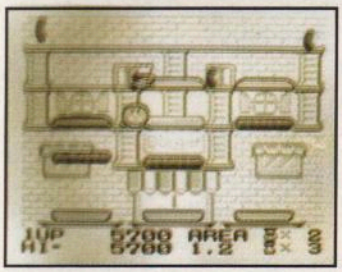


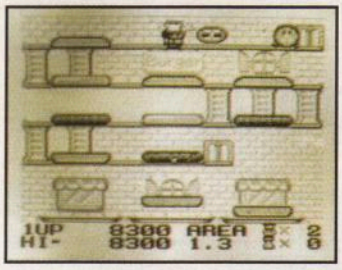
"This is Control to Choplifter II. We have a code 4 here. Reports of compatriot prisoners being held in Sector 1. Proceed with extreme caution and airlift back to base. The weather conditions in Sector 1 are reported as fair. Good luck. Control over and out."

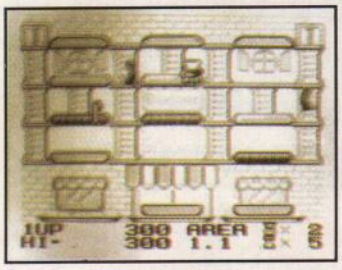
This is it, all your training is about to be tested to the limit as you attempt to rescue your compatriots from behind enemy lines. You'll have to cope with some pretty tricky hazards as you come under heavy cannon fire, as well as flying your copter through some rather busy flight paths!

As you negotiate each sector, you can update your weapon capability by collecting power-up items. These will enable you to destroy the enemy positions more effectively, while minimising the risk to yourself and your liberated cargo. After all you're going to need all the help you can get considering the immense task that lies ahead of you. If you're going to succeed, you'll need intense concentration and a good deal of luck! You're on your own!









Have you ever been chased by a six-foot wiener (hot dog), or attacked by jolly tomatoes? It's all in a days work for the extraordinary hero of this extraordinary game!

"Burgertime Deluxe" is based on the classic arcade game although with a few additions to bring it into the 90s. The idea is to build up the burgers by running across each part of it, ranging from the bun to the meat filling. However, the wieners and other out of favour foods try to stop you from completing the popular fast food and, with only pepper for protection, you really are going to have to be on your toes!

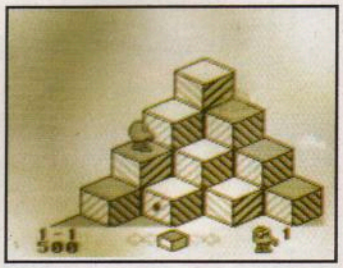
"Burgertime Deluxe" brings the fun and addictiveness of the classic arcade game home, proving just as irresistible as ever on the portable power of the Game Boy™ !

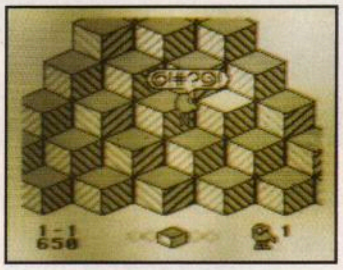
A number of classic arcade games are being re-vamped for the 90s, and put on the Game Boy™, each one an unquestionable winner! "Q Bert" is the latest masterpiece to be granted pride of place on the Game Boy™, and manages to maintain all of the excitement and addictiveness in the conversion!

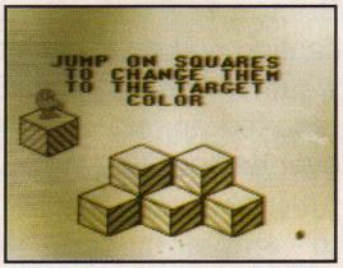
As arcade connoisseurs will no doubt be aware, the object of Q Bert is to jump on all of the blocks in a large pyramid whilst avoiding a collection of weird creatures. The shade of the block will change once you've visited it and once all of the blocks have altered you will move on to the next stage.

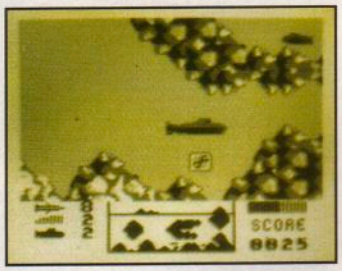
Bonus creatures and items are scattered between the nastier enemies, so it's a good idea to study the intro screens to gain a knowledge of who is friend and who is foe!

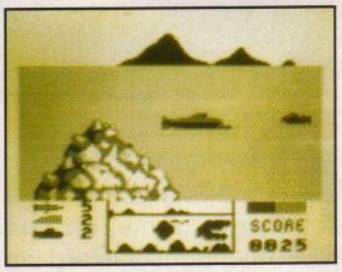
"Q Bert" will prove popular with anyone who reminisces about the days when games were simple yet immensely enjoyable. If you're too young to remember this the first time it came out, give it a go - you could well be surprised!











The Soviet Union are running a series of tests on their new highly-advanced nuclear submarine Red October. All seems to be going well, when the prototype vessel leaves the test area. Despite warnings from the Red fleet commanders, the rebel craft continues on its evasive course toward the North Atlantic, and its quest for freedom...

Following the success of the film, Red October is now available on both the NES and the Game Boy™. Plot your course through the hostile waters as you and your crew head determinedly for the American Coast where you know you will find refuge and asylum.

This game has wonderfully simple controls, giving you immense enjoyment as you guide the Red October through some of the most hair-raising underwater scenes you could imagine.

The sub is armed with both torpedoes and missiles which you must employ wisely as you pick your way through

the barrage of the angry Red Fleet. Collect the on-screen power-ups which will repair the damage to your sub, enable you to activate the captivation, anti-detection system, re-stock your missile capability or give you a welcome 1-up!

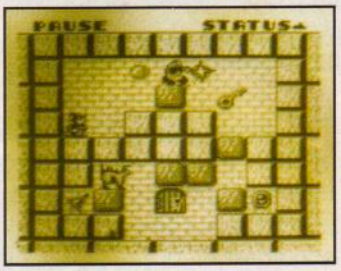
Freedom is a long way off and your journey will be a test of endurance and skill. But you and your rebel crew are determined to seek out a new life!

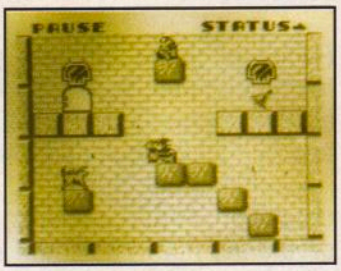
Are you one of those Game Boy™ puzzle freaks looking for a challenge which will keep you guessing? Well, grab your Game Boy™ and get a load of Solomon's Club - you won't be disappointed!

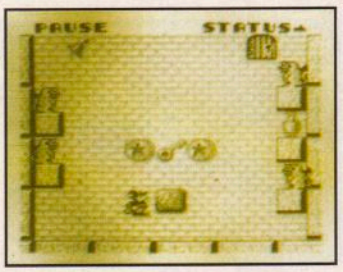
You are Dana, charged with the daunting task of penetrating the secrets of Solomon's Club, in a battle against evil creatures, and confoundingly cunning puzzles! Search out the magic keys and unlock the mysteries of this immense puzzle game.

You will need to chart your course carefully being sure to collect the items which will increase your chances of success. Visit the shop and you'll be able to purchase a variety of magical items, such as the fireball which will allow you to scorch your adversaries, or the water gun which means you can cool things down when the action gets too hot! Whatever magic you choose to use, they're all designed to give you a slight edge on your journey.

For such a little chap, Dana has a heart of fairly huge proportions and seems to fear nothing that the members of the club can throw at him. So pack your spells and sock it to 'em!







Join the ranks of the elite Navy Seals and prepare to enter enemy zones with a view to ending their terrorist ways!

Five levels full of danger and brutal adversaries await you and your troop of optimum combatants. The object of this particular mission involves advancing steadily through the enemy base, searching for hostages, commandeering enemy ships and forcing the terrorists to surrender their arms and missiles. It's all in a days work for the Navy Seals!

For protection, you carry a lightweight SMG, which you must use to prevent your foes from shooting you down. Thankfully, your soldier is also an agile chap, able to swing up onto platforms, jump across chasms and crawl under low ceilings without so much as breaking into a sweat. It's a useful ability, since the terrain is littered with hostile soldiers and uninviting traps.

"Navy Seals" is not found wanting in any area - indeed, the graphics and music are imaginative, while the actual gameplay offers many hours of entertainment. Well worth checking out!

Another long overdue conversion to arrive on the Game Boy™ is the much heralded "Super R C Pro-Am". Designed by the same team that came up with the highly acclaimed NES game, the Game Boy™ version manges to improve on the original, offering one of the finest racing games available!

The idea is much the same as before - guide your remote control around various hazard-filled tracks, using bombs, missiles and speed boosters to beat the other computer-controlled cars. You view the action close up, with a miniature diagram of the track in the bottom right allowing you to see your positioned in relation to the other competitors.

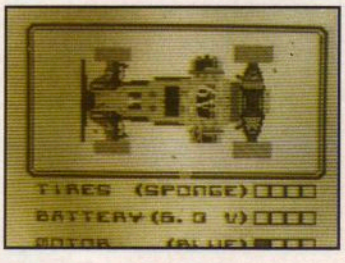
Bonus items are available to upgrade your car, including faster engines, better tyres and superior batteries (for acceleration), while collecting letters to spell 'Nintendo' results in being awarded with a greater car altogether.

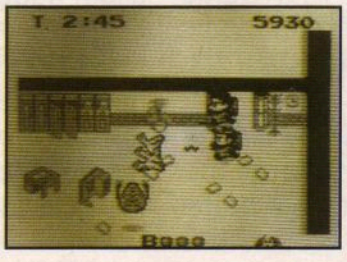
Loads of different tracks posing increasingly tougher problems, near-intelligent competition and a number of neat bonuses all help to make "Super R C Pro-Am" not only an appealing game, but one with lastability too!

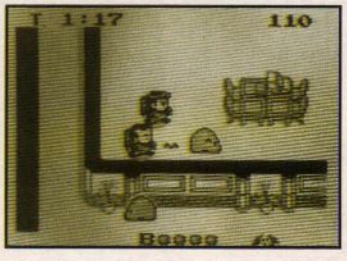
Not content with bringing out another new game on the NES, the Ghostbusters not offer their own unique breed of excitement on the portable power of Game Boy™ !

This version is very similar to the new NES game, reviewed in this issue. After choosing two 'busters from the four available, you have to then guide them around haunted areas, catching ghosts in the proton beam before sucking them up in the trap. Some ghosts float straight to the bait, so to speak, yet others are a little more resourceful with some spooky stunts, such as teleporting, to fall back on if it all gets a little too much for them.

A variety of spooky scenes are on offer, including a haunted house and possessed subways. Detailed characters, all with a touch of humour ands scary settings combine to make "Ghostbusters II" immensely enjoyable as well as quite absorbing. All of this, and the first Ghostbuster's review you've ever read that doesn't refer to one of the much-coined movie cliches!







NES

BATMAN

Guillaume Lalloyaux	3 027 700
Stefano Belloni	2 222 200
Sianmaria Bonanno	645 500
Robert Marshall	478 020

DOUBLE DRAGON II

Etienne Dombret	512 360
Christian Rudisch	158 480
Enrico Sorrenttno	156 320

DUCK TALES™

David Tamburini	19 471 000
Nicola Tassulis	13 742 000
Marco Scavarda	13 471 000
Leonarda Papa	12 837 000
Christian Grundler	12 582 000
Salvatore Gulino	11 010 000
Roberto Buono	10 092 000
Klemens Nabersam	9 760 000
Diego Tonini	9 630 000
Jean-Marc Grubenmann	8 971 000
Christian Schlapper	8 740 000
Gianluca Bonora	8 428 000
Francesco Incerti	8 106 000

DUCK HUNT

Jacopo Marcovaldi	7 417 300
Paola Lamarca	4 557 000

PINBALL

Gerald Hodl	1 007 600
Schmidt Ives	654 980

PINBOT

Sebastien Menotti	99 999 999

RC PRO AM

Francesco Angrisano	844 206
Maizar Indy	411 874

ROBO WARRIOR

Francesco Maulai	5 629 300
Adrian Fleisch	4 041 800

SNAKE RATTLE N ROLL

Antonio Mastrangelo	999 999
Werner Marrer	875 350

SUPER MARIO BROS 3

Tamara Beekmans	999 999
Rora Kolder	999 999
Martin Staubli	741 930
Enrico Sorrentino	117 380

TETRIS

Bruno Calvet	999 999
Olivier Chatriot	999 999
Benjamin Domergue	999 999
Kevin Paunovic	999 999

GAME BOY

BATMAN

Massimo Carere	206 000
Silvia Merini	185 520

DR MARIO

Hugo Elings	106 200

DUCK TALES™

Thomas Angermayer	1 074 400
Christian Montagna	1 053 312

KING OF THE ZOO

Charles Cattieuw	210 500

PINBALL

Judith Visser	1 099 100

SUPER MARIO LAND

Balazs Barnucz	999 999
Herve Goudet	999 999
Sylvain Boudet	999 999
Maurizio D'Onofrio	999 999
Lida De Haan	999 999
Nicolas Schudel	999 999
Stefan Schwager	999 999
Christian Steffen	999 999
Armin Sumesgutner	999 999
Evad Ttekcah	999 999
Michael Sutter	999 830
Andrea Puricelli	925 820
Florian Baumgart	800 535
Clemens Hoedjes	773 500
Mikel Veiga Serrano	731 110
Michael Kuselka	727 570
Dave Pikoerts	704 640
Gian Luca Amadere	517 110
Fabio Spelta	398 500

TETRIS

Alice Delisi	492 525
Eddie Helders	336 808
Christian Perstaller	268 405
Markus Winkelhofer	236 890
Alessandro Tabarroni	200 256

If it's real fame and acclaim that you are after then you need to win your way on to the Club Nintendo Scores of Fun page! To be fair, we can only print your name once in the list, but to stand the best chance, send in all of your best scores! What we need from you is a list of these scores, along with your name, age (don't be shy!), address and a photo of each score. We need your age especially, since we base our choice not only on the score but also the achievement level! And how about some parent/kid combinations? We know that there are loads of Mums and Dads playing after hours - why not compare your scores with the younger generation (no cheating, now!). Scores of Fun, Club Nintendo, PO Box 42, Eastleigh, Hants SO5 5XZ. England.

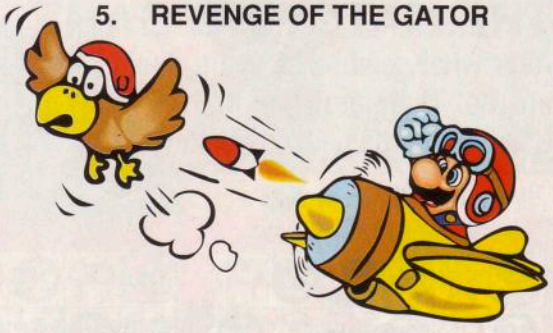
Game Charts

NES - TOP TEN

1. SUPER MARIO BROS 3
2. SUPER MARIO BROS 2
3. SUPER MARIO BROS
4. TMHT
5. DOUBLE DRAGON II
6. ADVENTURE OF LINK
7. LEGEND OF ZELDA
8. DUCK TALES
9. THE SIMPSONS
10. MEGA MAN 2

GAME BOY - TOP FIVE

1. SUPER MARIO LAND
2. TMHT
3. DR MARIO
4. GARGOYLES QUEST
5. REVENGE OF THE GATOR



Not content with the top two places of the NES chart, Mario now also holds the third spot! Not only that, but Super Mario Land tops the Game Boy™ Top Five again, and Dr Mario remains in third position! Rumour has it that world domination is next on the list...

We want your votes for both the NES and the Game Boy™ chart - list your Top Five (in order of preference), making sure that you mark either Game Boy™ or NES, and send it to the usual address.

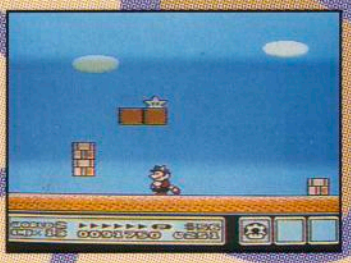
Tips & Tricks

SUPER MARIO BROS. 3

'One of the most appealing aspects of my latest caper is the sheer volume of secret levels, tantalising tricks and hidden treasures! Dare I say that no other game is like it! Luigi and I have had our work cut out finding solutions to some of the more testing parts of the game, but we've finally managed to put together some Bowser-beating tips that will really give him and his kids something to worry about!

SUPER STRATEGY 1 - POWER-UP DIRECTION

You can determine the direction of a power-up that's hidden in a block by hitting it on a certain side. For example, if you hit the block on the left-hand side, the power will fall right, whilst if you hit the right side it falls to the left. Makes things a little easier when chasing elusive extra lives!

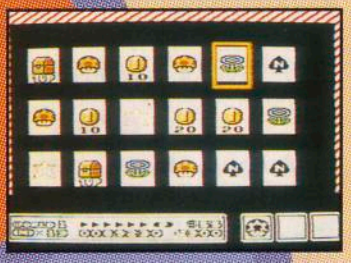


SUPER STRATEGY 2 - POWER-UP POTENTIAL

We can only carry 28 items which you can view by pressing the 'B' button on the map screen. Each time you collect an item while holding 28, it will actually delete the last one on your list. Therefore always work from the last item to make full use of everything available to you!

SUPER STRATEGY 3 - THE MATCHING GAME

After what seems like years, Luigi has finally mapped out all of the matching game boards! There are eight in total which come up each time you score 80, 000 points. Use our boards below to help you clear each one every time!



Tips & Tricks

SUPER STRATEGY 4 - EXTRA LIFE EXTRAVAGANZA

There are four different techniques for earning countless extra lives. Don't be impatient when attempting some of these tricks since they are tougher than they actually seem!

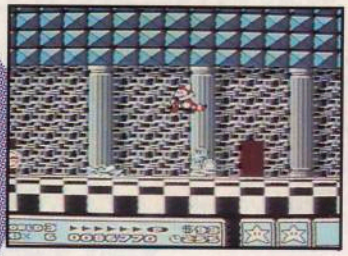
Stomp-and-Jump

Examples: Level 1-2/Fortresses

To successfully achieve this tricky technique, you'll need to be kitted out in the Racoon or Tanooki suit. Then in World 1-2 or similar, go to the right-hand side of a Goomba generator, wait for three Goombas to appear and then jump on the nearest one. Make sure you leap up as far as possible, and, on the way down, use the tail to slow your fall. When you stomp on the next Goomba the points value will increase - make sure you repeat the high jump- slow fall technique so that you have time to control your trajectory. After the third Goomba is hit, more will appear - carry on jumping for as long as you can to earn unlimited extra lives!

In the Fortress, look for a set of three 'Skeleton" koopas which re-generate themselves.

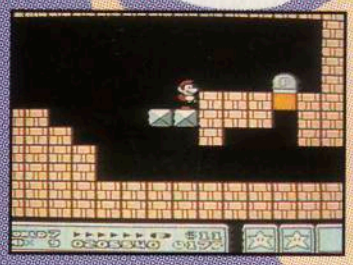
Jump on the left-hand one, then the right-hand one and finally the middle one, abiding by the slow-fall technique. Repeat to earn even more lives!



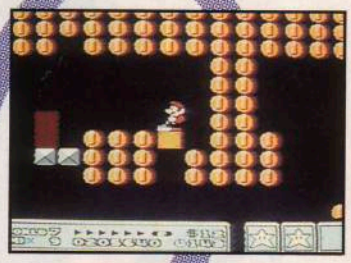
Coin Capers

Example: Fortress 7

In Fortress 7, there's a room that fills with coins if you press the P button. Basically, just collect as many coins as possible before they disappear, and then leave and re-enter the room to repeat the technique. Keep on doing so until time runs out, and you should be richer by more than 10 lives!



Find the 'P' button



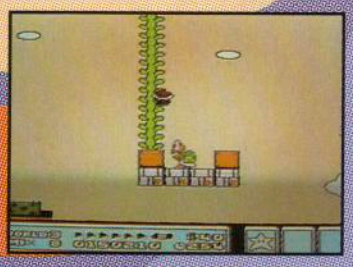
If you are quick you'll be able to get at least 200 coins each time you enter!

Krushing Koopa

Example: World 3-4

To execute this life-giving trick you will first need to coax Lakitu to the place indicated in the screenshot. Now go and grab a Koopa and kick him so that he goes back and forth between the two blocks. Stand in a safe place, and then, as Lakitu throws down the spinys, watch as the koopa knocks them away, earning you first points and then extra lives!

Throw caution to the wind, or a koopa to the land for more bonus lives!



Be sure to leap back to the vine after contact!

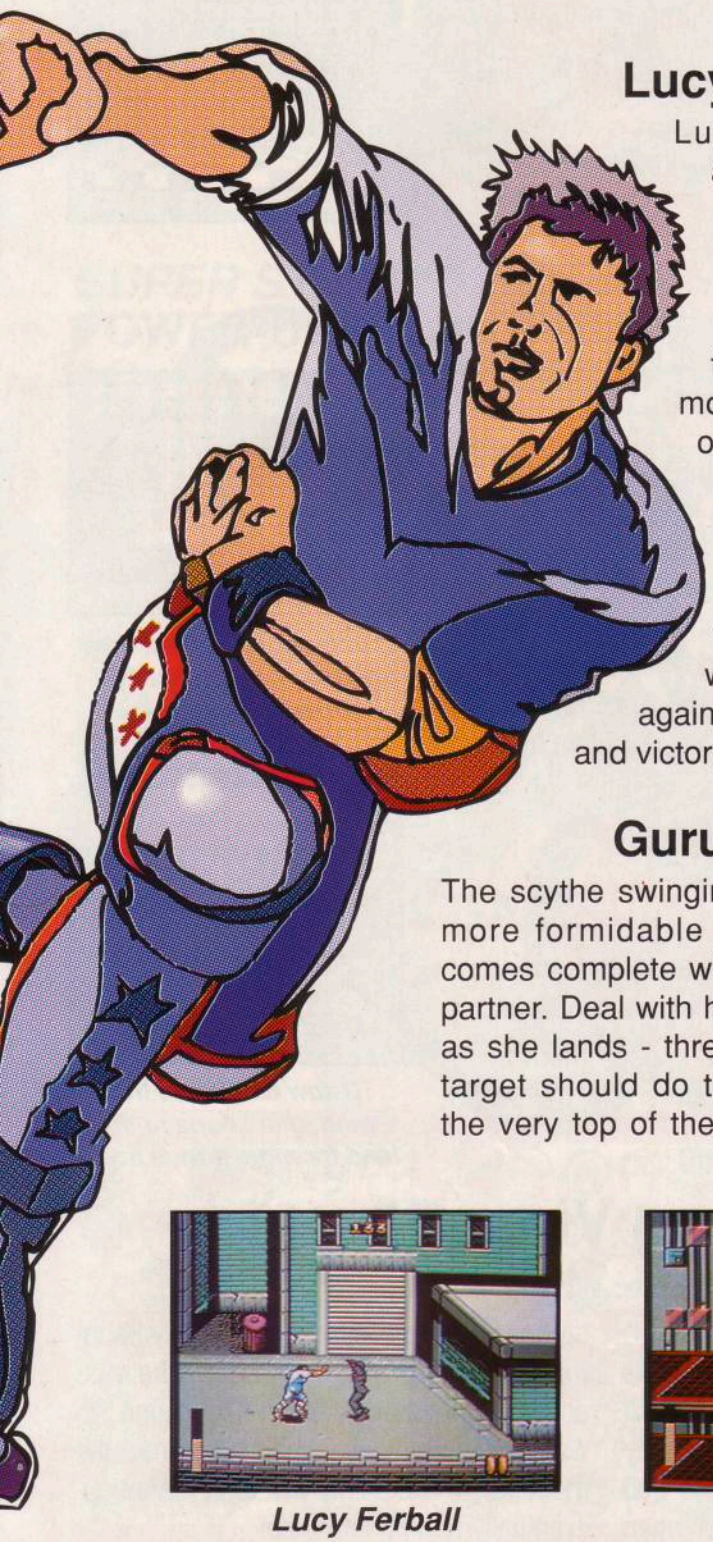
Vexing Vines?!

Example: World 3-7

This is probably the most difficult technique to get to grips with. The idea is to get a koopa shell, and then kick it between the two points, consequently setting off the vine. Climb the vine and wait for him to recover, jumping on him when he does and returning to the vine without touching the ground. Grabbing the vine doesn't count as contacting the ground, so wait for him to recover again and repeat the manouevre. The points will soon mount up, eventually turning into lives!

Tips & Tricks

Not only will you encounter all manner of mindless villains and lethal traps in this high speed thriller, but you will also have to face the three stronger gang leaders at various intervals. These vile criminals are no push over, so strap on your skates and brush up on your special attacks because you're going to need to be at your best to survive this one!



Lucy Ferball

Lucy likes to run around a bit so stand back while she runs up and down, then, when she stops for a breather, move in and strike out with a special attack. Retreat back when she starts running, and then repeat the manoeuvre when she stops again. A few more hits and victory will be yours!

Guru Drew

The scythe swinging Chap is even more formidable than Lucy, and comes complete with a high-kicking partner. Deal with her by kicking out as she lands - three or four hits on target should do the trick. Stay at the very top of the platform as you are doing this so that Guru doesn't hit you from below.

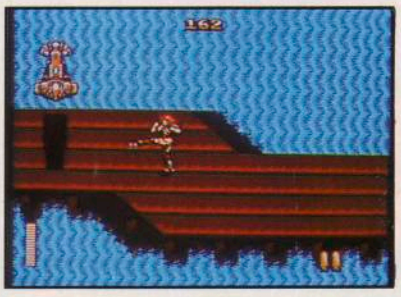
Once you've dealt with the first enemy, you'll face Guru. Stand well back as he thrusts the scythe towards you, and when he points it at the ceiling, use a special attack, or a normal kick. Don't get drawn into fighting too close to him - instead, retreat, and wait for the next opening.

Skull Scraper

Skull Scraper has the unfair advantage of being aboard a jet ski, so you really need all three special attacks. Wait on the left-hand side to draw him to you, then, as he comes toward you, move right, then quickly turn and hit out with your special attack. You'll need to be patient, since it's not too easy to get right. Repeat the manoeuvre, using normal jump kicks when you have used all three special attacks, and you should eventually reign supreme!

Lucy Ferball

Guru Drew



Skull Scraper

Readers' Tips

We have been absolutely inundated with tips for the latest Game Boy™ releases, but the NES seems to have been left out! If you have any hints for either system's games, then you can share them with hundreds of thousands of other readers by sending them to:

Readers Tips , Club Nintendo,
PO Box 42,
Eastleigh, Hants SO5 5XZ.

However, if the ghosts can't be busted, the turtles are terminated or Mario is being bashed by Bowser, then ring the Nintendo Hotline on 0703 652222! The Hotline is manned from 12 noon until 8pm every weekday, and also on Saturdays and Sundays from 10am until 3pm.

Gauntlet II

If you run out of keys, wait around for a few minutes without touching the controller. At first, all of the doors will open, and if you continue to wait, the walls will turn into EXITS!

Norine Olijfveid, Holland

Burai Fighter
(Game Boy)

Level
2 Eagle HGKM
3 Eagle CPFG
4 Eagle JJCM
5 Eagle DKLF

2 Albatross HGNC
3 Albatross BMHB
4 Albatross DGBF

2 Ace GBHL
3 Ace MHCB
4 Ace CDMN

Christian Hochmuth, Austria

Low G Man Replacement Codes

Unfortunately, the codes printed in the last issue did not work on European versions of the game. The correct list as follows...

Level 2: M1CH,Level 3: FLLF, Level 4: SCRD

Battle of Olympus

To prove yourself to Keleos, show him the first heart that you find on Argolis.

Leonie Van Klayeren, Holland

Duck Tales

For extra energy on the Moon, go to the room where the remote controller is located. Jump on to the top alien, and press up - this will take you to Mrs Beakley, who will throw ice creams to you!

Stephane Lesaunier, France

Kickle Cubicle

In order to enter a secret, more difficult level, do the following. Hold 'down' on the controller, and then switch on the power - if the screen goes blue or white, press select, and you'll be able to participate in the special round.

Monique Koperpute, Holland

Alleyway
(Game Boy)

If the ball is moving too fast for you, you can speed your bat up by holding down button A as you move.

Carlos Roderas, UK

Tennis
(Game Boy)

During play, press START to pause, and then SELECT to scroll through match information on the right hand side.

Pablo Rodriguez Guardado, Spain.

Player Profiles

Name: Gualtero Sanmartin Cid
Country: Spain
Age: 12
Favourite Games: Super Mario Land, TMHT, Double Dragon
Highest Scores: Super Mario Land 999,999 Fourth mission of Double Dragon
Hobbies: Football, reading adventure books, playing the Game Boy.
Ambitions: To play for Real Madrid or work for Nintendo!

Name: Stephane Roncada
Country: France
Favourite Games: Simon's Quest, SMB 3, Mega Man 2
Highest Scores: Finishing Simon's Quest and ALMOST finishing Rad Gravity!
Hobbies: Metro-Cross (I am the French Vice Champion of 1991), and Nintendo.
Ambitions: To be the Metro-Cross World Champion.

Name: David Adler
Country: Belgium
Favourite Games: SMB 2, Gremlins 2, Punch Out
Highest Scores: Finishing SMB 2 in three days and Gremlins 2 in five days.
Hobbies: Fishing, playing volleyball and playing the NES.
Ambitions: To finish TMHT, beat Mr Dream and destroy the Joker!

Name: Jeroen Ymkers
Country: Holland
Age: 6
Favourite Games: SMB 1 and 3, TMHT
Highest Scores: Finishing SMB 1 and TMHT
Hobbies: Playing NES and football
Ambitions: To become a goalkeeper as good as Hans Van Breukelen.

Name: Dennis Schot
Country: Holland
Age: 13
Favourite Games: SMB 1, 2 and 3, Double Dragon 2
Highest Scores: Finishing SMB 1 and 2 and also the Turtles in 1 week!
Hobbies: Playing the NES, listening to music and drawing.
Ambitions: To design another Nintendo (not that the NES isn't good!), and to record my own 'house' single!

Name: Gianni Antonitti
Country: Switzerland
Age: 12
Favourite Games: SMB 1, 2 and 3 and Tetris
Highest Score: Finishing SMB 1 in 3 days
Hobbies: Playing NES and Game Boy, swimming and skiing.
Ambitions: To see how games are produced and then invent one.

Name: Lorenzo Del Bufalo
Country: Italy
Age: 12
Favourite Games: SMB 3, Batman, Metroid
Highest Scores: Finishing SMB 1, 2 and 3
Hobbies: Playing the NES, watching TV and having fun!
Ambitions: Become an industrial technician, a doctor or a billionaire (hey, me too! - Ed)

Name: Nathan Brockbank
Country: UK
Age: 10
Favourite Games: SMB 1, Double Dragon 1
Highest Scores: Finishing SMB 1, Kung Fu
Hobbies: Playing NES, soccer, badminton
Ambitions: To own all NES games

Name: Gerald Hohl
Country: Austria
Age: 32
Favourite Games: Golf, RC Pro-Am
Highest Score: Pinbot 99 999 999
Hobbies: NES, Music, football and videos
Ambitions: To own more NES games and stay eternally young!

Name: Werner Methe
Country: Austria
Age: 39
Favourite Games: SMB 3, Tetris, Side Pocket
Highest Score: 139 lines on Tetris
Hobbies: Biking, playing SMB 3
Ambitions: To complete SMB 3!

If you would like to see your name and photo in the world's greatest magazine, then put pen to paper and get writing! We need not only your name and age, but also your three favourite games, your two best scores (accomplishments). Your hobbies and your ambitions in life. Make it witty, make it funny but make it quick - the sooner we get your profile then the more chance of it getting printed (it needs to be good too, though!)

Mailbag

The Editor,
Club Nintendo,
PO Box 42,
Eastleigh,
Hants SO5 5XZ.

Dear Mario and gang.
I have decided to review my Club Nintendo Magazine.

Screen Shots: 96%
The screen shots show action/exciting and interesting parts of the game, which makes you want to read the information about the game.

Info on Game: 97%
The info tells you all about the game, plan style and play. This information makes you want to buy the game. It also gives a lot of detail about the game.

Readability: 99%
It is easy to understand what is written about the game. You can read each review over and over again without losing interest (I know I do!!!).

Overall: 97%
(I was overjoyed at the pul-out SMB3 poster in the Christmas issue).

I think Club Nintendo is great and I have played Super Mario Bros. 3 and think it is excellent and it is really good fun when you get the feather and grow a tail.

Yours sincerely
Robert Chadwick
Co Dublin, Ireland

Dear Super Mario,
I have just bought Super Mario Land on my Game Boy. Here is my review of it.

Graphics: 89%
Music and sound effects: 95%
Playability: 92%
Lastability: 88%
Overall: 95%

Adam Rice
London

Nintendo Rap

Club Nintendo is the best,
It's better than all the rest.
They've got brill games like Solomon's Key,
Now they've even got Mario 3.
So buy a Nintendo from the shop,
Because I think it is really hot.

Hayley Weaver
Cheshire

To Mario,
Here's a poem on my Nintendo.

I play my Nintendo
Every single day,
I just can't help it,
It's just the way I play!

I put in my favourite Duck Tales,
I play Mister Scrooge Mac-Duck.
My brother started telling tales,
One day I'll run out luck.

My Dad puts in Dragon-Ninja,
My Dad can't even play!
I started to whine and winja,
Because "I want to play!"

A short poem I made up,
When I saw the back cover of Nintendo Classics.

Now I'm tired,
Now I'm stressed,
Now I'm b?????
And want a rest.

by John Poh

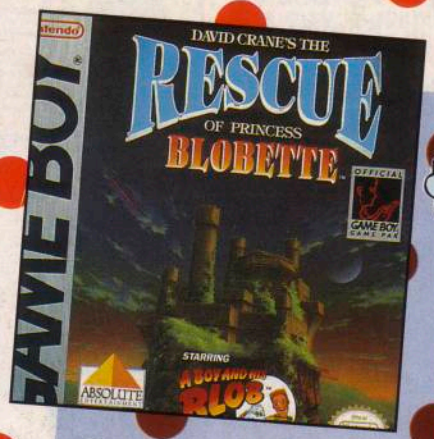
Dear Mario,
I am very pleased with the Gameboy. The price compared to the Sega Game Gear or the Atari Lynx is cheap, but the quality is superb., The GameBoy also has the game (Tetris) which the Game Gear nor the Lynx has, plus the Game Gear are much more expensive. Congratulations.

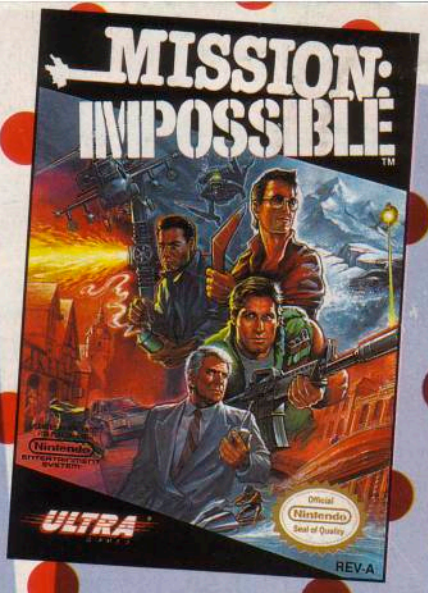
I also want to congratulate you on the NES Game, "WWF Wrestlemania." My brother and I have been good fans of WWF and are pleased NES have released a game of WWF.

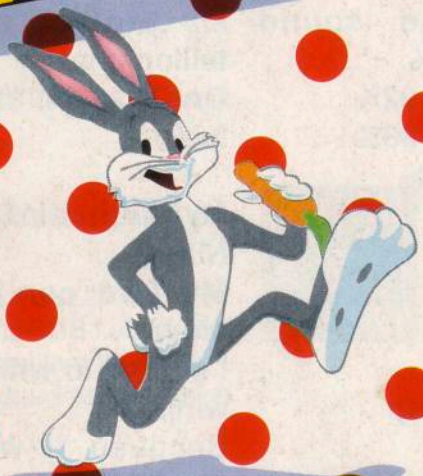
Keep up the good games.

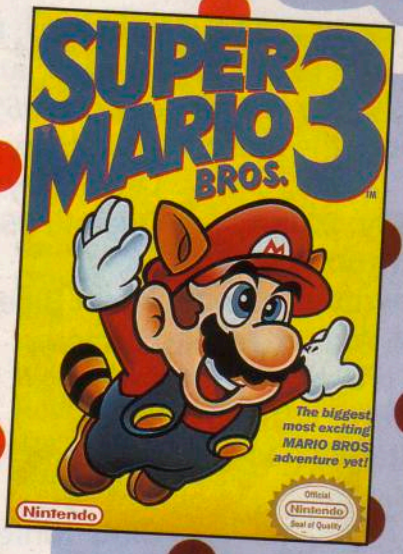
James Podmore
Stoke-on-Trent

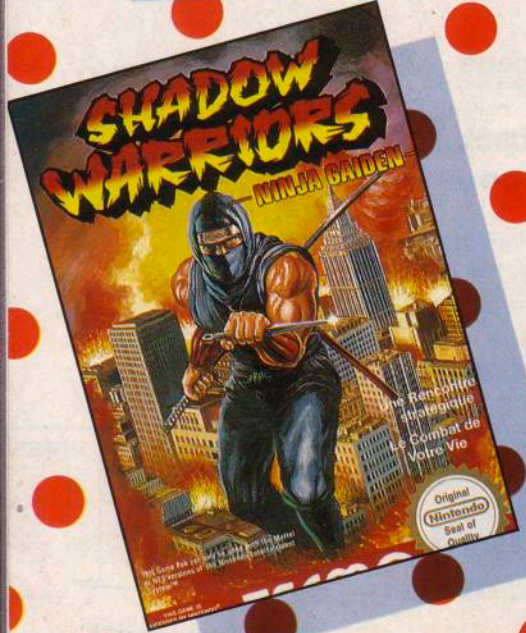
ALL THESE GAMES HIT THE SPOT...

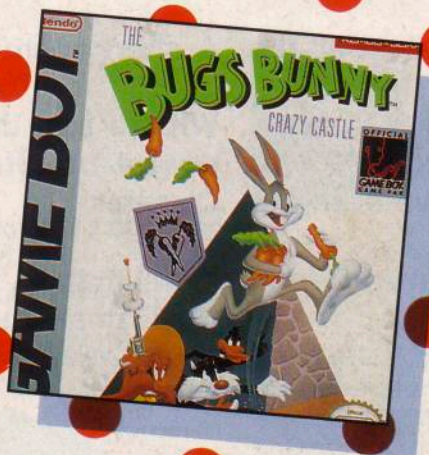












...the only problem is which one to choose first!

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